FIBA

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2020 OFFICIAL BASKETBALL RULES

OBRI – OFFICIAL INTERPRETATIONS

Valid as of **1st January 2022**

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Official Interpretations

Valid as of 1st January 2022

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The interpretations presented in this document are the FIBA Official Interpretations of the FIBA Official Basketball Rules 2020 and are effective as of 1st January 2022. This document supersedes all previously published FIBA Official Interpretations.

Throughout the Official Basketball Rules Interpretations, all references made to a player, head coach, referee, etc. in the male gender also applies to the female gender. It must be understood that this is done for practical reasons only.

Introduction

The FIBA Official Basketball Rules are approved by the FIBA Central Board and are periodically revised by the FIBA Technical Commission.

The rules are kept as clear and comprehensive as possible, but they express principles rather than play situations. They cannot, however, cover the rich variety of specific cases that could happen during a basketball game.

The aim of this document is to convert the principles and concepts of the FIBA Official Basketball Rules into practical and specific situations as they might arise during a basketball game.

The interpretations of the different situations can stimulate the referees' minds and will complement a detailed study of the rules themselves.

The FIBA Official Basketball Rules shall remain the principal document governing FIBA basketball. However, the referees shall have the full power and authority to make decisions on any point not specifically covered in the FIBA Official Basketball Rules or in these FIBA Official Interpretations.

For the sake of consistency of these Interpretations, 'team A' is the (initial) offensive team, 'team B' is the defensive team. A1 – A5 and B1 – B5 are players; A6 – A12 and B6 – B12 are substitutes.

Article 4 Teams

4-1 **Statement:** All players on the team must have all their arm and leg compression sleeves, headgear, wristbands, headbands and tapings of the same solid colour.

4-2 **Example:** A1 wears a white headband and A2 wears a red headband on the playing court.

Interpretation: A1 and A2 wearing different colour headbands is not permitted.

4-3 **Example:** A1 wears a white headband and A2 wears a red wristband on the playing court.

Interpretation: A1 wearing a white headband and A2 wearing a red wristband is not permitted.

4-4 **Statement:** Wearing of scarf-style headbands is not permitted.

Diagram 1 Examples of scarf-style headbands

4-5 **Example:** A1 wears a scarf-style headband of the same solid colour as any other additional permitted equipment of his team-mates.

Interpretation: A1 wearing a scarf-style headband is not permitted. The headband shall not have opening/closing elements around the head and shall not have any parts extruding from its surface.

Article 5 Players: Injury and assistance

5-1 **Statement:** If a player is injured, appears to be injured or in need of assistance and, as a result, any person permitted to sit on his team bench (head coach, first assistant coach, substitute, excluded player or accompanying delegation member of the same team) enters the playing court, that player is considered to have received treatment or assistance, whether or not actual treatment or assistance was performed.

5-2 **Example:** A1 appears to have an injured ankle and the game is stopped. The team A

(a) doctor enters the playing court and treats A1's injured ankle.

(b) doctor enters the playing court but A1 has already recovered.

(c) head coach enters the playing court to look after his injured player.

(d) first assistant coach, substitute, excluded player or any other accompanying delegation member enters the playing court but does not treat A1.

Interpretation: In all cases, A1 received a treatment and shall be substituted.

5-3 **Example:** A1 receives an assistance from his team's physiotherapist who enters the playing court and fixes a lose taping.

Interpretation: A1 received an assistance and shall be substituted.

5-4 **Example:** A1 receives an assistance from his team's doctor who enters the playing court to find A1's lost contact lens.

Interpretation: A1 received an assistance and shall be substituted.

5-5 **Statement:** Any person permitted to sit on his team's bench, while remaining in his team's bench area, provides assistance to a player on his own team. If the assistance does not delay the game from being restarted promptly, that player is not considered to have received an assistance and shall not be required to be substituted.

5-6 **Example:** B1 fouls A1 in his act of shooting, near the team A bench area. The ball does not enter the basket. While A1 attempts 2 or 3 free throws

(a) the team A manager or A6 from his team's bench area passes a towel, a water bottle or a headband to any other team A player on the playing court.

(b) the team A physiotherapist from his team's bench area fixes a lose taping of any other team A player on the playing court, sprays his leg, or massages his neck, etc.

Interpretation: In both cases, the team A player has not received an assistance that delays the game from being restarted promptly. The team A player shall not be required to be substituted. A1 shall continue to attempt his 2 or 3 free throws.

5-7 **Example:** B1 fouls A1 in his act of shooting, near the team A bench area. The ball does not enter the basket. After the foul, A1 falls to the playing court and into his team's bench area. A6 stands up and helps A1 to his feet. A1 is ready to play immediately, at the latest within approximately 15 seconds.

Interpretation: A1 has not received an assistance that delays the game from being restarted promptly. A1 shall not be required to be substituted. A1 shall attempt 2 or 3 free throws.

5-8 **Example:** A1 is awarded 2 free throws. While the referee reports the foul at the scorer's table, A1 goes to a place in front of his team's bench area at the far end of the playing court and asks for a towel or a water bottle. Any person from his team's bench area passes A1 a towel or a water bottle. A1 dries his hands or takes a drink. A1 is ready to play immediately, at the latest within approximately 15 seconds.

Interpretation: A1 has not received an assistance that delays the game from being restarted promptly. A1 shall not be required to be substituted. A1 shall attempt 2 free throws.

5-9 **Example:** A1 scores a field goal. Thrower-in B1 indicates to the referee that the ball is wet. The referee stops the game. Any person from the team B bench area comes on to the playing court and dries the ball or gives a towel to B1, who dries the ball.

Interpretation: In both cases, B1 has not received an assistance that delays the game from being restarted promptly. B1 shall not be required to be substituted. The game shall be resumed with a team B throw-in from any place behind the endline, except directly behind the backboard. The referee shall hand the ball to a team B player for the throw-in.

5-10 **Example:** A1 has the ball in his hands for a throw-in from his frontcourt. The team A physiotherapist leaves his team bench area in the backcourt, remains outside the playing court and fixes the taping of A1.

Interpretation: The team A physiotherapist provided an assistance to A1 outside of his team bench area. A1 shall be required to be substituted.

5-11 **Example:** A1 does not yet have the ball in his hands for a throw-in from his frontcourt. The team A physiotherapist remains in his team bench area in the frontcourt and fixes the taping of A1.

Interpretation: The team A physiotherapist provided an assistance to A1 within his team bench area. If the assistance is completed within 15 seconds, A1 shall not be required to be substituted. If the assistance lasts more than 15 seconds, A1 shall be required to be substituted.

5-12 **Statement:** There is no limit to the time required for the removal of a seriously injured player from the playing court if, according to a doctor's opinion the removal is dangerous for the player.

5-13 **Example:** A1 is seriously injured and the game is stopped for about 15 minutes because the doctor believes that removal from the playing court could be dangerous for the player.

Interpretation: The doctor's opinion shall determine the appropriate time for the removal of the injured player from the playing court. After the substitution, the game shall be resumed without any penalty.

5-14 **Statement:** If a player is injured or bleeding or has an open wound and cannot continue to play immediately (within approximately 15 seconds), or if he is assisted by any person permitted to sit on his team bench, he must be substituted. If a time-out is granted to either team in the same game clock stopped period, and that player recovers or the assistance is completed during the time-out, he may continue to play only if the timer's signal for the end of the time-out sounds before a referee beckons a substitute to replace the injured or assisted player.

5-15 **Example:** A1 is injured and the game is stopped. While A1 is not able to continue to play immediately, a referee blows his whistle making the conventional sign for a substitution. Either team requests a time-out

(a) before a substitute for A1 enters the game.

(b) after a substitute for A1 enters the game.

At the end of the time-out, A1 is recovered and requests to remain in the game.

Interpretation:

(a) If A1 recovers during the time-out he may continue to play.

(b) A substitute for A1 has already entered the game, therefore A1 cannot re-enter until the next game clock running period has ended.

5-16 **Example:** Players designated by their head coach to begin the game may be substituted in case of an injury.

Players who receive treatment between free throws must be substituted in case of an injury.

In these cases, the opponents are also entitled to substitute the same number of players, if they wish.

5-17 **Example:** A1 is fouled and is awarded 2 free throws. After the first free throw the referees discover that A1 is bleeding. A1 is substituted by A6 who shall attempt the second free throw. Team B requests to substitute 2 players.

Interpretation: Team B is entitled to substitute only 1 player.

5-18 **Example:** A1 is fouled and is awarded 2 free throws. After the first free throw the referees discover that B1 is bleeding. B1 is substituted by B6. Team A requests to substitute 1 player.

Interpretation: Team A is entitled to substitute 1 player.

Article 7 Head coach and first assistant coach: Duties and Powers

7-1 **Statement:** At least 40 minutes before the game is scheduled to begin, each team's head coach or his representative shall give the scorer a team list with the names and corresponding numbers of the team members who are eligible to play in the game, as well as the name of the captain, the head coach and the first assistant coach.

The head coach is personally responsible to ensure that the numbers in the team list correspond to the numbers on the shirts of the players. At least 10 minutes before the game is scheduled to begin, each head coach shall confirm his agreement with the names and corresponding numbers of his team members, as well as the names of the captain, the head coach, and the first assistant coach by signing the scoresheet.

7-2 **Example:** Team A presents in due time the team list to the scorer. The shirt numbers of 2 players are different than their actual shirt numbers or the name of a player is omitted on the scoresheet. This is discovered

(a) before the beginning of the game.

(b) after the beginning of the game.

Interpretation:

(a) The wrong numbers are corrected or the name of the player is added on the scoresheet without any penalty.

(b) The referee stops the game at a convenient time so as not to disadvantage either team. The wrong numbers are corrected without any penalty. However, the name of the player cannot be added on to the scoresheet.

7-3 **Example:** Injured players or players not intended to play should not be entered on the scoresheet.

Interpretation: It is up to the head coach to give the scorer a list with the names and corresponding numbers of the team members who are eligible to play in the game.

7-4 **Example:** Injured players or players not intended to play may sit on the team bench as one of the 8 accompanying delegation members.

Interpretation: The teams are free to decide who shall be amongst 8 accompanying delegation members permitted to sit on the team bench.

7-5 **Statement:** At least 10 minutes before the game is scheduled to begin, each team's head coach shall confirm the 5 players who are to begin the game. Before the game begins the scorer shall check if there is an error regarding these 5 players and, if so, he shall notify the nearest referee as soon as possible. If the error is discovered before the beginning of the game, the starting 5 players shall be corrected. If the error is discovered after the beginning of the game, the error shall be disregarded.

7-6 **Example:** It is discovered that one of the players on the playing court is not one of the confirmed starting 5 players. This occurs

(a) before the beginning of the game.

(b) after the beginning of the game.

Interpretation:

(a) The player shall be replaced by one of the 5 players who were to begin the game without any penalty.

(b) The error shall be disregarded. The game shall continue without any penalty.

7-7 **Example:** The head coach requests the scorer to enter the small 'x' on the scoresheet for his 5 players who are to begin the game.

Interpretation: The head coach shall personally confirm the 5 players who are to begin the game by marking a small 'x' beside each player's number in the 'Player in' column on the scoresheet.

7-8 **Example:** The team A head coach and the team A first assistant coach are disqualified.

Interpretation: If both, the team A head coach and team A first assistant coach are unable to continue, the team A captain shall act as the team A player head coach.

Article 8 Playing time, tied score and overtime

8-1 **Statement:** An interval of play begins:

- 20 minutes before the game is scheduled to begin.
- When the game clock signal sounds for the end of the quarter or overtime.
- In the case of an Instant Replay System (IRS) review, at the end of a quarter or overtime only after the referee communicates the final decision.

8-2 **Example:** B1 fouls A1 in his act of shooting 0.1 second before the game clock signal sounds for the end of the quarter. A1 is awarded 2 free throws.

Interpretation: If the IRS is not available, the referees shall consult each other and decide that B1's foul occurred before the game clock signal sounded. A1's free throws shall be administered immediately. The game shall be resumed as after any last free throw with 0.1 second on the game clock.

8-3 **Example:** A1 is fouled in his act of shooting after the game clock signal sounded for the end of the quarter.

Interpretation: The foul shall be disregarded as it occurred after the end of playing time for the quarter unless it is an unsportsmanlike or a disqualifying foul and there is a quarter or overtime to follow.

8-4 **Example:** B1 fouls A1 on his successful shot for a field goal simultaneously with the game clock signal sounding for the end of the first quarter. The ball enters the basket.

Interpretation: The referees must decide by using the IRS, if available, if B1's foul occurred before the game clock signal sounded for the end of the first quarter.

If the game clock showed 0.0 when the foul occurred, B1's personal foul shall be disregarded and A1's field goal shall not count. The first quarter has ended. After the referee has communicated the final IRS review decision, the timer shall start his stopwatch to measure the interval of play. The second quarter shall begin according to the alternating possession procedure.

If the game clock showed more than 0.0 when the foul occurred, A1's field goal shall count as the game clock stopped at this time. B1 shall be charged with a personal foul. A1 shall attempt 1 free throw. During the free throw players may occupy the free-throw rebound spaces they are entitled to. The game clock shall show the time remaining. The game shall be resumed as after any last free throw.

8-5 **Example:** B1 fouls A1 on his unsuccessful shot for a field goal simultaneously with the game clock signal sounding for the end of the first quarter. The referees become uncertain if B1's foul occurred before the game clock signal sounded and whether A1 shall be awarded 2 or 3 free throws.

Interpretation: The referees must decide by using the IRS, if available, if B1's foul occurred before the game clock sounded for the end of the first quarter.

If the game clock showed 0.0 when the foul occurred, B1's personal foul shall be disregarded. The first quarter has ended. After the referee has communicated the final IRS review decision, the timer shall start his stopwatch to measure the interval of play. The second quarter shall begin according to the alternating possession procedure.

If the game clock showed more than 0.0 when the foul occurred, the referees must decide if A1 shall be awarded 2 or 3 free throws. B1 shall be charged with a personal foul. A1 shall attempt 2 or 3 free throws. During the free throws players may occupy the free-throw rebound spaces they are entitled to. The game shall be resumed with the time remaining on the game clock as after any last free throw.

8-6 **Example:** A1 attempts a shot for a 3-point field goal. The ball is in the air when the game clock signal sounds for the end of the game. After the signal, B1 commits a foul on A1 who is still airborne. The ball enters the basket.

Interpretation: A1 shall be awarded 3 points. B1's foul on A1 shall be disregarded as it was committed after the end of playing time, unless it is an unsportsmanlike or a disqualifying foul and another quarter or overtime is to follow.

Article 9 Beginning and end of a quarter, overtime or the game

9-1 **Statement:** A game shall not begin unless each team has a minimum of 5 players on the playing court ready to play.

9-2 **Example:** At the beginning of the second half, team A cannot present on the playing court 5 players because of injuries, disqualifications etc.

Interpretation: The obligation to present a minimum of 5 players is valid only at the beginning of the game. Team A shall continue to play with less than 5 players.

9-3 **Example:** Close to the end of the game, A1 is charged with his fifth foul and leaves the game. Team A shall continue the game with only 4 players as they have no more substitutes available. As team B is leading by more than 15 points, the team B head coach demonstrating fair play wants to remove one of his players to also play with 4 players.

Interpretation: The request by the team B head coach to play with less than 5 players shall be denied. As long as a team has sufficient players available, 5 players shall be on the playing court.

9-4 **Statement:** Article 9 clarifies which basket a team is to defend and which basket it is to attack. If by confusion any quarter or overtime begins with both teams attacking/defending the wrong baskets, the situation shall be corrected as soon as it is discovered, without placing either team at a disadvantage. Any points scored, time used, fouls charged, etc. before the stopping of the game remain valid.

9-5 **Example:** After the beginning of the game, the referees discover that teams are playing in the wrong direction.

Interpretation: The game shall be stopped as soon as possible without placing either team at a disadvantage. Teams shall exchange baskets. The game shall be resumed from the mirror-opposite place nearest to where the game was stopped.

9-6 **Statement:** The game shall begin with a jump ball at the centre circle.

9-7 **Example:** During the interval of play before the game, A1 is charged with a technical foul. Before the beginning of the game, the team B head coach designates B6 to attempt 1 free throw, however B6 is not one of the team B starting 5 players.

Interpretation: Only one of the designated team B starting 5 players shall attempt the free throw with no line-up. A substitution cannot be granted before playing time has begun.

The game shall begin with a jump ball.

9-8 **Example:** During the interval of play before the game, a team A player is charged with an unsportsmanlike foul on a team B player.

Interpretation: That team B player shall attempt 2 free throws with no-line-up before the beginning of the game.

If that team B player is confirmed as one of the 5 players to begin the game, he shall remain on the playing court.

If that team B player is not confirmed as one of the 5 players to begin the game, he shall not remain on the playing court. The game shall begin with the 5 team B players confirmed to begin the game.

The game shall begin with a jump ball.

9-9 **Statement:** If during an interval of play before the game, a player designated as one of the starting 5 players is no longer able or entitled to begin the game, he shall be replaced by another player. In this case, the opponents are entitled to replace one player of its starting 5 players, if they wish.

9-10 **Example:** During the interval of play 7 minutes before the game, A1 becomes injured. A1 is one of the team A starting 5 players.

Interpretation: A1 shall be replaced with another team A player. In this case, team B is entitled to replace one of its starting 5 players, if they wish.

9-11 **Example:** During the interval of play 4 minutes before the game, A1 is charged with a disqualifying foul. A1 is one of the team A starting 5 players.

Interpretation: A1 shall be replaced with another team A player. In this case, team B is entitled to replace one of its starting 5 players, if they wish.

Article 10 Status of the ball

10-1 **Statement:** The ball does not become dead and the field goal shall count if made, when a player is in the act of shooting for a field goal and finishes his shot with a continuous motion while a player of the defensive team is charged with a foul on any opponent after the continuous motion of the shooter has begun. This statement is equally valid if any defensive player or any person permitted to sit on his team bench is charged with a technical foul.

10-2 **Example:** A1 is in his act of shooting for a field goal when B2 fouls A2. This is the third team B foul in the quarter. A1 finishes his shot with a continuous motion.

Interpretation: A1's goal, if made, shall count. The game shall be resumed with a team A throw-in from the place nearest to where the foul occurred.

10-3 **Example:** A1 is in his act of shooting for a field goal when B2 fouls A2. This is the fifth team B foul in the quarter. A1 finishes his shot with a continuous motion.

Interpretation: A1's goal, if made, shall count. A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

10-4 **Example:** A1 is in his act of shooting for a field goal when A2 fouls B2. A1 finishes his shot with a continuous motion.

Interpretation: The ball becomes dead when A2 is charged with a team control foul. If A1's shot is successful, the field goal shall not count. Regardless of the number of team A fouls in the quarter, the game shall be resumed with a team B throw-in from the free throw line extended. If A1's shot is unsuccessful the game shall be resumed with a team B throw-in from the place nearest to where the foul occurred.

Article 12 Jump ball and alternating possession

12-1 **Statement:** The team that does not gain control of a live ball on the playing court after the opening jump ball at the beginning of the game shall be awarded the ball for a throw-in from the place nearest to where the next jump ball situation occurs, except directly behind the backboard.

12-2 **Example:** Two minutes before the beginning of the game, A1 is charged with a technical foul.

Interpretation: One of the 5 team B starting players shall attempt the free throw with no line-up. As the game has not yet begun, the direction of the alternating possession arrow has not been determined. The game shall begin with a jump ball.

12-3 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1

(a) a held ball between A2 and B2 occurs.

(b) a double foul between A2 and B2 occurs.

Interpretation: In both cases, since the control of a live ball on the playing court was not yet established, the referee cannot use the alternating possession procedure. The crew chief shall administer another jump ball in the centre circle and A2 and B2 shall jump. The time consumed on the game clock, after the ball was legally tapped and before the held ball/double foul situation occurred, shall remain valid.

12-4 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper B1, the ball goes directly out-of-bounds. After the team A throw-in

(a) a held ball between A2 and B2 occurs.

(b) a double foul between A2 and B2 occurs.

Interpretation: In both cases, since the control of a live ball on the playing court was not yet established, the referee cannot use the alternating possession procedure. The crew chief shall administer another jump ball in the centre circle and A2 and B2 shall jump. After the jump ball, the team that does not gain control of the live ball on the playing court shall be entitled to the first alternating possession throw-in from the place nearest to where the next jump ball situation occurs.

12-5 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, the ball

(a) goes directly out-of-bounds.

(b) is caught by A1 before it touches one of the non-jumpers or the playing court.

Interpretation: In both cases, team B shall be awarded a throw-in as the result of A1's violation. Team B shall have 24 seconds on the shot clock if the throw-in is administered from its backcourt and 14 seconds on the shot clock if the throw-in is administered from its frontcourt. After the throw-in, the team that does not gain control of the live ball on the playing court shall be entitled to the first alternating possession throw-in from the place nearest to where the next jump ball situation occurs.

12-6 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. As soon as a team A player receives the ball for his free throw, the direction of the alternating possession arrow shall be placed in favour of team B. The game shall be resumed with a team B alternating possession throw-in from the place nearest to where the ball was located when technical foul occurred. If the throw-in is from the team B backcourt, team B shall have 24 seconds on the shot clock, if the throw-in is from the team B frontcourt, team B shall have 14 seconds on the shot clock.

12-7 **Example:** The crew chief tosses the ball for the opening jump ball. Immediately after the ball is legally tapped by jumper A1, A2 is charged with an unsportsmanlike foul on B2.

Interpretation: B2 shall attempt 2 free throws with no line-up. As soon as B2 receives the ball for his first free throw, the direction of the alternating possession arrow shall be placed in favour of team A. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt (as part of the unsportsmanlike foul penalty). Team B shall have 14 seconds on the shot clock.

12-8 **Example:** Team B is entitled to a throw-in under the alternating possession procedure. A referee and/or a scorer makes an error and the throw-in is erroneously awarded to team A.

Interpretation: After the ball touches or is legally touched by a player on the playing court, the error cannot be corrected. As the result of the error, team B shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-9 **Example:** Simultaneously with the game clock signal sounding for the end of the first quarter, B1 is charged with an unsportsmanlike foul on A1. The referees decide that the game clock signal sounded before B1's foul occurred. Team A is entitled to the alternating possession throw-in to begin the second quarter.

Interpretation: The unsportsmanlike foul occurred during an interval of play. After the 2-minute interval of play A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock. Team A shall not lose its right to the next alternating possession throw-in at the next jump ball situation.

12-10 **Example:** Shortly after the game clock signal sounds for the end of the third quarter, B1 is charged with a technical foul. Team A is entitled to the alternating possession throw-in to begin the fourth quarter.

Interpretation: Any team A player shall attempt 1 free throw with no line-up before the beginning of the fourth quarter. The fourth quarter shall begin with a team A throw-in from the centre line extended. Team A shall have 24 seconds on the shot clock.

12-11 **Example:** A1 jumps with the ball in his hands and is legally blocked by B1. Both players then return to the playing court with both of them having 1 hand or both hands firmly on the ball.

Interpretation: This is a jump ball situation.

12-12 **Example:** A1 and B1 in the air have their hands firmly on the ball. After returning to the playing court, A1 lands with 1 foot on the boundary line.

Interpretation: This is a jump ball situation.

12-13 **Example:** A1 jumps with the ball in his hands from his frontcourt and is legally blocked by B1. Both players then return to the playing court with both of them having 1 hand or both hands firmly on the ball. A1 lands with 1 foot in his backcourt.

Interpretation: This is a jump ball situation.

12-14 **Example:** The crew chief tosses the ball for the opening jump ball. Before the ball reaches its highest point, jumper A1 touches the ball.

Interpretation: This is a jump ball violation by A1. Team B shall be awarded a throw-in from its frontcourt, close to the centre line. Team B shall have 14 seconds on the shot clock.

12-15 **Example:** The crew chief tosses the ball for the opening jump ball. Before the ball reaches its highest point, non-jumper A2 enters the centre circle from his

(a) backcourt.

(b) frontcourt.

Interpretation: In both cases, this is a jump ball violation by A2. Team B shall be awarded a throw-in close to the centre line, if from its

(a) frontcourt, with 14 seconds on the shot clock.

(b) backcourt, with 24 seconds on the shot clock.

12-16 **Statement:** It is a jump ball situation resulting in an alternating possession throw-in, whenever a live ball lodges between the ring and the backboard, unless between free throws and unless after the last free throw followed by a possession of the ball as part of the foul penalty. Under the alternating possession procedure, the team shall have 14 seconds on the shot clock if the offensive team is entitled to a throw-in or 24 seconds if the defensive team is entitled to a throw-in.

12-17 **Example:** During A1's shot for a field goal, the ball lodges between the ring and the backboard.

(a) Team A

(b) Team B

is entitled to a throw-in under the alternating possession procedure.

Interpretation: After the throw-in from the endline

(a) team A shall have 14 seconds

(b) team B shall have 24 seconds

on the shot clock.

12-18 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds, followed by the ball lodging between the ring and the backboard. The alternating possession arrow favours team A.

Interpretation: This is a jump ball situation. After the throw-in from the endline, team A shall have 14 seconds on the shot clock.

12-19 **Example:** B2 is charged with an unsportsmanlike foul on A1 during his act of shooting for a 2-point field goal. During the last free throw

(a) the ball lodges between the ring and the backboard.

(b) A1 steps on the free-throw line while releasing the ball.

(c) the ball misses the ring.

Interpretation: In all cases, the free throw is unsuccessful. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

12-20 **Example:** After A1's throw-in from the centre line extended to begin a quarter, the ball lodges between the ring and the backboard in team A's frontcourt.

Interpretation: This is a jump ball situation. The direction of the alternating possession arrow shall be reversed immediately in favour of team B. The game shall be resumed with a team B throw-in from the endline, except directly behind the backboard. Team B shall have 24 seconds on the shot clock.

12-21 **Example:** The alternating possession arrow favours team A. During the interval of play after the first quarter, B1 is charged with an unsportsmanlike foul on A1. A1 attempts 2 free throws with no line-up, followed by a team A throw-in from the throw-in line in its frontcourt to begin the second quarter. The alternating possession arrow to favour team A remains unchanged. After the throw-in, the ball lodges between the ring and the backboard in team A's frontcourt.

Interpretation: This is a jump ball situation. The game shall be resumed with a team A throw-in from the endline in its frontcourt, except directly behind the backboard. Team A shall have 14 seconds on the shot clock. The direction of the alternating possession arrow shall be reversed immediately after the team A throw-in has ended.

12-22 **Statement:** A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control of the ball without undue roughness.

12-23 **Example:** A1 with the ball in his hands is in the continuous motion to the basket to score. At this time, B1 places his hands firmly on the ball and A1 now takes more steps than allowed by the traveling rule.

Interpretation: This is a jump ball situation.

12-24 **Statement:** A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

12-25 **Example:** With 4:17 on the game clock in a quarter, during an alternating possession throw-in

(a) thrower-in A1 steps on the playing court while having the ball in his hand(s).

(b) A2 moves his hand(s) over the boundary line before the ball is thrown-in over the boundary line.

(c) thrower-in A1 takes more than 5 seconds to release the ball.

Interpretation: In all cases, this is a throw-in violation by A1 or A2. The game shall be resumed with a team B throw-in from the place of the original throw-in. The direction of the alternating possession arrow shall be reversed immediately.

Article 13 How the ball is played

13-1 **Statement:** During the game, the ball is played with the hand(s) only. It is a violation to place the ball between the legs to fake a pass or shot.

13-2 **Example:** A1 ends his dribble. A1 places the ball between his legs and fakes a pass or shot.

Interpretation: This is a deliberate touching the ball with the leg violation by A1.

13-3 **Statement:** It is not permitted to increase a player's height or reach. It is a violation to lift a team-mate to play the ball.

13-4 **Example:** A1 embraces his team-mate A2 and lifts him up under the opponents' basket. A3 passes the ball to A2 who dunks the ball into the basket.

Interpretation: This is a violation by team A. A2's field goal shall not count. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

Article 14 Control of the ball

14-1 **Statement:** Team control begins when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal for a throw-in or a free throw.

14-2 **Example:** In the judgement of the referees, regardless of whether the game clock is stopped or not, a player deliberately delays the process of taking the ball for a throw-in or for a free throw.

Interpretation: The ball becomes live and team control begins when the referee places the ball on the playing floor nearest to the throw-in place or the free-throw line.

14-3 **Example:** Team A is in control of the ball for 15 seconds. A1 passes the ball to A2 and the ball in the air moves over the boundary line. B1 tries to catch the ball and jumps from the playing court over the boundary line. B1 still airborne

(a) taps the ball with 1 or both hands,

(b) catches the ball with both hands or the ball comes to rest in one hand

and the ball returns to the playing court where it is caught by A2.

Interpretation:

(a) Team A remains in control of the ball. Team A shall have the time remaining on the shot clock.

(b) B1 gained team B control of the ball. A2 re-gained team A control of the ball. Team A shall have a new 24 seconds on the shot clock.

Article 15 Player in the act of shooting

15-1 **Statement:** The act of shooting on a shot begins when the player starts, in the judgement of a referee, to move the ball upwards to the opponents' basket.

15-2 **Example:** A1 on his drive to the basket comes to a legal stop with both feet on the playing court without moving the ball upwards. At this time, B1 fouls A1.

Interpretation: B1's foul did not occur on a player in his act of shooting as A1 has not yet started to move the ball upwards to the basket.

15-3 **Statement:** The act of shooting on a continuous movement begins when the ball has come to rest in the player's hand(s) upon completion of a dribble or a catch in the air and the player starts, in the judgement of a referee, his shooting motion preceding the release of the ball for a field goal.

15-4 **Example:** A1 on his drive to the basket ends his dribble with the ball in his hands and begins his shooting motion. At this time, B1 fouls A1. The ball does not enter the basket.

Interpretation: B1's foul occurred on a player in his act of shooting. A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

15-5 **Example:** A1 jumps in the air and releases the ball on his attempt for a 3-point field goal. B1 fouls A1 before A1 returns with both feet to the playing court. The ball does not enter the basket.

Interpretation: A1 remains in his act of shooting until his both feet return to the playing court. A1 shall attempt 3 free throws. The game shall be resumed as after any last free throw.

15-6 **Example:** A1 with the ball in the hands in his frontcourt commits a charging foul on B1. In his continuous forward motion, A1 throws the ball into the basket.

Interpretation: A1's field goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt.

15-7 **Example:** B1 fouls A1 on a drive to the basket, with his front foot still on the playing court. A1 continues his act of shooting and due to B1's foul, the ball momentarily leaves A1's hands. A1 catches the ball with both hands and scores a field goal.

Interpretation: B1's foul occurred on A1 in his act of shooting. When the ball momentarily leaves A1's hands, A1 still remains in control of the ball and therefore his act of shooting continues. The goal shall count. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

15-8 **Statement:** When a player is in the act of shooting and, after being fouled he passes the ball off, he is no longer in the act of shooting.

15-9 **Example:** B1 fouls A1 in his act of shooting. This is the third team B foul in the quarter. After the foul A1 passes the ball to A2.

Interpretation: When A1 passed the ball to A2, the act of shooting ended. The game shall be resumed with a team A throw-in from the place nearest to where the foul occurred.

15-10 **Statement:** If a player is fouled in the act of shooting, after which he scores while he commits a travelling violation, the field goal does not count and 2 or 3 free throws shall be awarded.

15-11 **Example:** A1 with the ball in his hands drives to the basket for a 2-point field goal attempt. B1 fouls A1, after which A1 commits a travelling violation. The ball enters the basket.

Interpretation: A1's field goal shall not count. A1 shall be awarded 2 free throws.

Article 16 Goal: When made and its value

16-1 **Statement:** The value of a field goal is defined by the place on the playing court where the shot was released from. A field goal released from the 2-point field goal area counts 2 points, a field goal released from the 3-point field goal area counts 3 points. A field goal is credited to the team attacking the opponents' basket into which the ball entered.

16-2 **Example**: A1 releases the ball on a shot from the 3-point field goal area. The ball on its upward flight is legally touched by any player who is within the team A 2-point field goal area. The ball enters the basket.

Interpretation: A1 shall be awarded 3 points as A1's shot was released from the 3-point field goal area.

16-3 **Example:** A1 releases the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by B1 who jumped from the team A 3-point field goal area. The ball enters the basket.

Interpretation: A1 shall be awarded 2 points as A1's shot was released from the 2-point field goal area.

16-4 **Statement:** If the ball enters the opponents' basket, the value of the field goal is defined by the place on the playing court where the ball was released from. The ball may enter the basket directly or indirectly when during a pass the ball touches any player or touches the playing court before entering the basket.

16-5 **Example:** A1 passes the ball from the 3-point field goal area and the ball enters the basket directly.

Interpretation: A1 shall be awarded 3 points as his pass was released from the 3-point field goal area.

16-6 **Example:** A1 passes the ball from the 3-point field goal area. The ball touches any player or the playing court

(a) in the team A 2-point field goal area, or

(b) in the team A 3-point field goal area

before it enters the basket.

Interpretation: In both cases, A1 shall be awarded 3 points.

16-7 **Example:** A1 attempts a shot for a 3-point field goal. After the ball has left A1's hands, it touches the playing court in the team A 2-point field goal area. The ball enters the basket.

Interpretation: A1's field goal shall count for 3 points, as it was released from the 3-point field goal area. The game shall be resumed as after any successful field goal.

16-8 **Example:** B1 fouls A1 in his act of shooting for a 3-point field goal. The ball touches the playing court and then enters the basket.

Interpretation: A1's field goal shall not count. A shot for a field goal ends when the ball touches the playing court. After a referee blows his whistle and as the ball is no longer a shot for a field goal, the ball becomes dead immediately. A1 shall attempt 3 free throws.

16-9 **Example:** A1 attempts a shot for a 3-point field goal. After the ball has left A1's hands, the game clock signal sounds for the end of the quarter. The ball touches the playing court and then enters the basket.

Interpretation: A1's field goal shall not count. A shot for a field goal ends when the ball touches the playing court. As the ball is no longer a shot for a field goal, it becomes dead when the game clock signal sounds for the end of the quarter.

16-10 **Statement:** In a throw-in situation or on a rebound after the last free throw, there is always a time period from the time the inbounds player touches the ball until that player releases the ball on a shot. This is particularly important to take into consideration close to the end of a quarter or overtime. There must be a minimum amount of time available for such a shot before time expires. If 0.3 second or more is shown on the game clock or on the shot clock, it is the duty of the referee(s) to determine whether the shooter released the ball before the game clock or shot clock signal sounded for the end of a quarter or overtime. If 0.2 or 0.1 second is shown on the game clock or on the shot clock, the only type of a valid field goal that may be scored by a player is by tapping or directly dunking the ball, provided that the hand(s) of the player are no longer touching the ball when the game clock or the shot clock shows 0.0.

16-11 **Example:** Team A is awarded a throw-in with

(a) 0.3

(b) 0.2 or 0.1

second shown on the game clock or on the shot clock.

Interpretation:

(a) If during a shot for a field goal the game clock or the shot clock signal sounds for the end of the quarter or overtime, it is the responsibility of the referees to determine whether the ball was released before the game clock or the shot clock signal sounded for the end of the quarter or overtime.

(b) A field goal can only be scored if the ball, while in the air on the throw-in pass, is tapped or directly dunked into the basket.

16-12 **Example:** At the end of a quarter A1 is directly dunking the ball into the basket. The ball is still touching A1's hand(s) when the game clock shows 0.0 seconds.

Interpretation: A1's field goal shall not count. The ball was touching A1's hand(s) when the game clock signal sounded for the end of a quarter.

16-13 **Statement:** A field goal is scored when a live ball enters the basket from above and remains within or passes through the basket entirely. When

(a) a defensive team requests a time-out at any time during the game and a field goal is then scored, or

(b) the game clock shows 2:00 or less in the fourth quarter or overtime

the game clock shall be stopped when the ball has entirely passed through the basket as shown in Diagram 2.

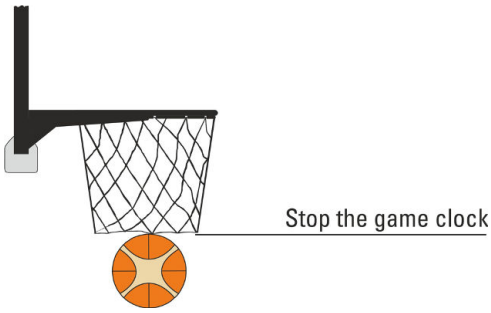


Diagram 2 A field goal is scored

16-14 **Example:** At the beginning of a quarter, team A is defending its own basket when B1 erroneously dribbles to his own basket and scores a field goal.

Interpretation: The team A captain on the playing court shall be awarded 2 points.

16-15 **Example:** A1 attempts a shot for a field goal. B1 touches the ball, which is within the basket, but has not yet entirely passed through the basket.

Interpretation: This is an interference violation by B1. A1's field goal shall count for 2 or 3 points.

Article 17 Throw-in

17-1 **Statement:** Before the thrower-in releases the ball, it is possible that the throwing-in motion could cause that player's hand(s) with the ball to move over the boundary line separating the inbounds area from the out-of-bounds area. In such situations, it continues to be the responsibility of the defensive player to avoid interfering with the throw-in by contacting the ball while it is still in the hands of the thrower-in.

17-2 **Example**: With 4:37 on the game clock in the third quarter, team A is awarded a throw-in. While holding the ball

(a) thrower-in A1 moves his hand(s) over the boundary line so that the ball is above the inbounds area. B1 grabs the ball from A1's hand(s) or taps the ball out of A1's hand(s) without any physical contact on A1.

(b) B1 moves his hand(s) over the boundary line towards thrower-in A1 to stop his pass to A2 on the playing court.

Interpretation: In both cases, B1 interfered with the throw-in and therefore delayed the game. The referee calls a violation. In addition, a verbal warning shall be given to B1 and communicated to the team B head coach. This warning shall apply to all team B players for the remainder of the game. Any repetition of a similar action by any team B player may result in a technical foul. The throw-in shall be repeated.

17-3 **Statement:** When the game clock shows 2:00 or less in the fourth quarter and in each overtime, the player of the defensive team shall not move any part of his body over the boundary line to interfere with the throw-in.

17-4 **Example:** With 54 seconds on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the referee shows the warning with an 'illegal boundary line crossing' signal. B1 then moves his body towards A1 over the boundary line before the ball was thrown-in over the boundary line.

Interpretation: B1 shall be charged with a technical foul.

17-5 **Example:** With 51 seconds on the game clock in the fourth quarter, team A is entitled to a throw-in. Before handing the ball to thrower-in A1, the referee does not show the warning 'illegal boundary line crossing' signal. B1 then moves his body towards A1 over the boundary line before the ball was thrown-in over the boundary line.

Interpretation: As the referee did not give a warning before he handed the ball to A1, the referee shall blow his whistle and B1 shall now be given a warning. This warning shall also be communicated to the team B head coach and shall apply to all team B members for similar actions, for the remainder of the game. The throw-in shall be repeated.

17-6 **Statement:** The thrower-in must pass the ball (not hand the ball) to a team-mate on the playing court.

17-7 **Example:** Thrower-in A1 hands the ball to A2 on the playing court.

Interpretation: This is a throw-in violation by A1. The ball must leave A1's hands on the throw-in. Team B shall be awarded a throw-in from the place of the original throw-in.

17-8 **Statement:** During a throw-in, other player(s) shall not have any part of their bodies over the boundary line before the ball is passed on to the playing court.

17-9 **Example:** A1 receives the ball from the referee for a throw-in and he

(a) places the ball on the playing floor after which the ball is taken by A2.

(b) hands the ball to A2 in the out-of-bounds area.

Interpretation: In both cases, this is a violation by A2 for moving his body over the boundary line before A1 passes the ball over the boundary line.

17-10 **Example:** After a team A successful field goal or a successful last free throw, team B is granted a time-out. After the time-out, B1 receives the ball from the referee for a throw-in from the endline. B1 then

(a) places the ball on the playing floor after which the ball is taken by B2, who is also behind the endline.

(b) hands the ball to B2, who is also behind the endline.

Interpretation: In both cases, this is a legal play by B2. After a successful field goal or a successful last free throw, the only restriction for team B is that its players must pass the ball on to the playing court within 5 seconds.

17-11 **Statement:** If a time-out is granted to a team that is entitled to possession of the ball from its backcourt when the game clock shows 2:00 or less in the fourth quarter and in each overtime, the head coach, after the time-out, has the right to decide, whether the throw-in shall be administered from the throw-in line in the team's frontcourt or from the team's backcourt.

After the head coach has made his decision, it is final and irreversible. Further requests of both head coaches to change the throw-in place, after additional time-outs during the same game clock stopped period, shall not lead to a change of the original decision.

After a time-out following an unsportsmanlike or disqualifying foul or fight, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt.

17-12 **Example:** With 35 seconds on the game clock in the fourth quarter, A1 dribbles in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. Team A is granted a time-out.

Interpretation: After the time-out, at the latest, the crew chief shall request from the team A head coach his decision as to where the throw-in shall be administered from. The team A head coach shall say loudly in English 'frontcourt' or 'backcourt' and at the same time show with his arm the place (frontcourt or backcourt), where the throw-in shall be administered from. The decision by the team A head coach is final and irreversible. The crew chief shall inform the team B head coach of the team A head coach's decision.

The game shall be resumed with a team A throw-in only when the positions of the players of both teams on the playing court show their understanding of where the game is to be resumed from.

17-13 **Example:** With 44 seconds on the game clock in the fourth quarter and with 17 seconds on the shot clock, A1 dribbles in his backcourt when a team B player taps the ball out-of-bounds at the free-throw line extended. A time-out is then granted

(a) to team B.

(b) to team A.

(c) first to team B and immediately after to team A (or vice-versa).

Interpretation:

(a) The game shall be resumed with a team A throw-in from the free-throw line extended in its backcourt. Team A shall have 17 seconds on the shot clock.

(b) and (c) If the team A head coach decides on a throw-in from his frontcourt, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

If the team A head coach decides on a throw-in from his backcourt, team A shall have 17 seconds on the shot clock.

17-14 **Example:** With 57 seconds on the game clock in the fourth quarter, A1 attempts 2 free throws. During his second free throw A1 steps on the free-throw line and a violation is called. Team B is granted a time-out.

Interpretation: After the time-out, if the team B head coach decides on a throw-in from

(a) the throw-in line in his frontcourt, team B shall have 14 seconds on the shot clock.

(b) his backcourt, team B shall have 24 seconds on the shot clock.

17-15 **Example:** With 26 seconds on the game clock in the fourth quarter, A1 has dribbled for 6 seconds in his backcourt, when

(a) B1 taps the ball out-of-bounds.

(b) B1 is charged with the third team B foul in the quarter.

Team A is granted a time-out.

Interpretation: After the time-out:

In both cases, if the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have 14 seconds on the shot clock.

If the team A head coach decides on a throw-in from his backcourt, team A shall have

(a) 18 seconds

(b) 24 seconds

on the shot clock.

17-16 **Example:** With 1:24 on the game clock in the fourth quarter, A1 dribbles in his frontcourt when B1 taps the ball to the team A backcourt where any team A player begins to dribble again. B2 now taps the ball out-of-bounds in the team A backcourt with

(a) 6 seconds

(b) 17 seconds

on the shot clock. Team A is granted a time-out.

Interpretation: After the time-out:

If the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have

(a) 6 seconds

(b) 14 seconds

on the shot clock.

If the team A head coach decides on a throw-in from his backcourt, team A shall have

(a) 6 seconds

(b) 17 seconds

on the shot clock.

17-17 **Example:** With 48 seconds on the game clock in the fourth quarter, A1 dribbles in his frontcourt when B1 taps the ball to the team A backcourt where A2 begins to dribble again. B2 now fouls A2, this is the third team B foul in the quarter with

(a) 6 seconds

(b) 17 seconds

on the shot clock. Team A is granted a time-out.

Interpretation: After the time-out:

In both cases, if the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have 14 seconds on the shot clock.

In both cases, if the team A head coach decides on a throw-in from his backcourt, team A shall have 24 seconds on the shot clock.

17-18 **Example:** With 1:32 on the game clock in the fourth quarter, team A is in control of the ball in its backcourt for 5 seconds when A1 and B1 are disqualified for punching each other. Before the throw-in is administered, team A is granted a time-out.

Interpretation: The disqualifying foul penalties cancel each other. The game shall be resumed with a team A throw-in from its backcourt. However, after the time-out, if the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have 14 seconds on the shot clock. If the team A head coach decides on a throw-in from his backcourt, team A shall have 19 seconds on the shot clock.

17-19 **Example:** With 1:29 on the game clock in the fourth quarter and with 19 seconds on the shot clock, team A is in control of the ball in its frontcourt when A6 and B6 are disqualified for entering the playing court during a fight. Team A is granted a time-out.

Interpretation: The disqualifying foul penalties shall cancel each other. After the time-out, the game shall be resumed with a team A throw-in in its frontcourt, from the place nearest to where the ball was located when the fight has begun. Team A shall have 19 seconds on the shot clock.

17-20 **Example:** With 1:18 on the game clock in the fourth quarter, team A is awarded a throw-in from its backcourt. Team A is granted a time-out. After the time-out, the team A head coach decides on a throw-in from the throw-in line in his frontcourt. Before the throw-in is administered, the team B head coach requests a time-out.

Interpretation: The original decision of the team A head coach to administer a throw-in from his frontcourt is final and irreversible and cannot be changed within the same game clock stopped period. This shall be valid also if the team A head coach takes a second time-out, following the first one.

17-21 **Statement:** At the beginning of all quarters other than the first quarter and at the beginning of all overtimes, a throw-in shall be administered at the centre line extended, opposite the scorer's table. The thrower-in shall have one foot on either side of the centre line extended. If the thrower-in commits a throw-in violation, the ball shall be awarded to the opponents for a throw-in from the centre line extended.

However, if an infraction occurred on the playing court directly on the centre line, the throw-in shall be administered from the frontcourt at the place nearest to the centre line.

17-22 **Example:** At the beginning of a quarter thrower-in A1 commits a violation at the centre line extended.

Interpretation: The game shall be resumed with a team B throw-in from the place of the original throw-in at the centre line extended, with 10:00 on the game clock and 24 seconds on the shot clock. The thrower-in shall be entitled to pass the ball to any place on the playing court. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-23 **Example:** At the beginning of a quarter thrower-in A1 at the centre line extended passes the ball to A2 who touches it before it goes out-of-bounds in the team A

(a) frontcourt.

(b) backcourt.

Interpretation: The game shall be resumed with a team B throw-in from the place nearest to where the ball went out-of-bounds in its

(a) backcourt with 24 seconds

(b) frontcourt with 14 seconds

on the shot clock.

The team A throw-in ends when A2 touched the ball. The direction of the alternating possession arrow shall be reversed in favour of team B.

17-24 **Example:** The following infractions may occur at the centre line on the playing court:

(a) A1 causes the ball to go out-of-bounds.

(b) A1 is charged with an offensive foul.

(c) A1 commits a travelling violation.

Interpretation: In all cases, the game shall be resumed with a team B throw-in from its frontcourt at the place nearest to the centre line. Team B shall have 14 seconds on the shot clock.

17-25 **Statement:** A throw-in resulting from an unsportsmanlike or disqualifying foul shall always be administered from the throw-in line in the team's frontcourt.

17-26 **Example:** A1 is charged with an unsportsmanlike foul on B1 during the interval of play between the first and second quarter.

Interpretation: Before the beginning of the second quarter, B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock. The direction of the alternating possession arrow remains unchanged.

17-27 **Statement:** During a throw-in, the following situations may occur:

(a) The ball is passed over the basket and a player of either team touches it by reaching through the basket from below.

(b) The ball lodges between the ring and the backboard.

17-28 **Example:** Thrower-in A1 passes the ball over the basket when a player of either team touches it by reaching through the basket from below.

Interpretation: This is an interference violation. The game shall be resumed with a throw-in by the opponents from the free-throw line extended. If a defensive team commits the violation, no points can be credited to the offensive team as the ball was not released from the inbounds area of the playing court.

17-29 **Example:** Thrower-in A1 passes the ball towards the team B basket and it lodges between the ring and the backboard.

Interpretation: This is a jump ball situation. The game shall be resumed applying the alternating possession procedure:

- If team A is entitled to the throw-in, the game shall be resumed with the team A throw-in from the endline in its frontcourt, nearest to the backboard. Team A shall have 14 seconds on the shot clock.
- If team B is entitled to the throw-in, the game shall be resumed with the team B throw-in from the endline in its backcourt, nearest to the backboard. Team B shall have 24 seconds on the shot clock.

17-30 **Statement:** After the ball is placed at the disposal of the thrower-in, he may not bounce the ball so as the ball touches the inbounds area and the thrower-in then touches the ball again before it has touched or been touched by another player on the playing court.

17-31 **Example:** Thrower-in A1 bounces the ball which touches

(a) the inbounds area

(b) the out-of-bounds area

and A1 then catches it again.

Interpretation:

(a) This is a throw-in violation by A1. After the ball leaves A1's hands and the ball touches the inbounds area, A1 shall not touch the ball before it touches or was touched by another player on the playing court.

(b) If A1 did not move more than a total of 1 meter between bouncing the ball and catching it again, A1's action is legal and the 5-second restriction to release the ball shall continue.

17-32 **Statement:** The thrower-in shall not cause the ball to touch out-of-bounds, after it was released on the throw-in.

17-33 **Example:** Thrower-in A1 passes the ball from his

(a) frontcourt

(b) backcourt

to A2 on the playing court. The ball goes out-of-bounds without touching any player on the playing court.

Interpretation: This is a throw-in violation by A1. The game shall be resumed with a team B throw-in from the place of the original throw-in, if from the

(a) backcourt with 24 seconds

(b) frontcourt with 14 seconds

on the shot clock.

17-34 **Example:** Thrower-in A1 passes the ball to A2. A2 catches the ball with one foot touching the boundary line.

Interpretation: This is an out-of-bounds violation by A2. The game shall be resumed with a team B throw-in from the place nearest to where A2 touched the boundary line.

17-35 **Example:** Thrower-in A1 from the sideline,

(a) in his backcourt close to the centre line, is entitled to pass the ball to any place on the playing court.

(b) in his frontcourt close to the centre line, is entitled to pass the ball only to a team-mate in his frontcourt.

(c) at the beginning of a quarter at the centre line extended, is entitled to pass the ball to any place on the playing court.

With the ball in his hands, A1 takes one normal lateral step, therefore changing his position regarding his frontcourt or backcourt.

Interpretation: In all cases, this is a legal play by A1. A1 keeps his initial throw-in position with the right to pass the ball either to his frontcourt or to his backcourt according to his initial status.

17-36 **Statement:** After a successful field goal or successful last free throw, the thrower-in from his endline may move laterally and/or backwards and the ball may be passed between team-mates behind the endline, but the throw-in process may not exceed 5 seconds. This is also valid when an illegal interference with the throw-in violation of the defensive team during the throw-in is called and therefore the throw-in shall be repeated.

17-37 **Example:** After an opponents' successful last free throw in the second quarter, A1 has the ball in his hands for a throw-in from his endline. B2 moves his hand(s) over the boundary line before the ball is thrown-in over the boundary line.

Interpretation: This is a throw-in violation by B2. The throw-in shall be repeated. Any team A player shall keep his right to move along the endline, before releasing the ball or passing it to a team-mate.

17-38 **Example:** After an opponents' successful field goal, A1 has the ball in his hands for the throw-in from his endline. After the ball is thrown-in on to the playing court, B2 kicks the ball close to the endline.

Interpretation: This is a kick ball violation by B2. The game shall be resumed with a team A throw-in from its endline, except directly behind the backboard. As B2's kick ball violation

occurred after the throw-in, team A thrower-in shall not have the right to move along the endline from the designated throw-in place before releasing the ball on to the playing court.

17-39 **Example:** After an opponents' successful field goal in the first quarter, A1 has the ball in his hands for a throw-in from his endline. A1 passes the ball to A2 who is also behind his endline. B1 moves his hand(s) over the boundary line and touches the ball on this pass.

Interpretation: B1 shall be given a warning for delaying the game. B1's warning shall also be communicated to the team B head coach and shall apply to all team B members for similar actions, for the remainder of the game. The throw-in shall be repeated.

17-40 **Example:** After an opponents' successful field goal, A1 has the ball in his hands for a throw-in from his endline. A2 jumps from out-of-bounds behind his endline and while airborne catches the ball from A1's throw-in. After that

(a) A2 passes the ball back to A1 who is still out-of-bounds behind his endline.

(b) A2 passes the ball to A3 who is on the playing court.

(c) A2 returns to out-of-bounds behind his endline.

(d) A2 lands on the playing court.

(e) A2 lands on the playing court and passes the ball back to A1 who is still out-of-bounds behind his endline.

Interpretation:

(a), (b) and (c) This is a legal play by team A.

(d) and (e) This is a throw-in violation by A2.

17-41 **Statement:** During the throw-in players other than the thrower-in shall not have any part of their bodies over the boundary line.

17-42 **Example:** With 21 seconds on the shot clock in the third quarter, team A is awarded a throw-in from its backcourt. Thrower-in A1 is holding the ball when B1 moves his hand(s) over the boundary line.

Interpretation: This is a throw-in violation by B1. Team A throw-in shall be repeated. Team A shall have 24 seconds on the shot clock.

17-43 **Example:** In the third quarter, team A is awarded a throw-in from its frontcourt. Thrower-in A1 is holding the ball when B1 moves his hands (s) over the boundary line, with

(a) 7 seconds

(b) 17 seconds

on the shot clock.

Interpretation: This is a throw-in violation by B1. Team A throw-in shall be repeated. Team A shall have

(a) 14 seconds

(b) 17 seconds

on the shot clock.

17-44 **Statement:** After the free throw resulting from a technical foul, the game shall be resumed with a throw-in from the place nearest to where the ball was located when the technical foul occurred, unless there is a jump ball situation or before the beginning of the first quarter.

If a technical foul is called on the defensive team, the offensive team shall have 24 seconds on the shot clock, if the throw-in is administered from its backcourt. If the throw-in is administered from its frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock, it shall continue with the time remaining on the shot clock.
- If 13 seconds or less are shown on the shot clock, it shall show 14 seconds.

If a technical foul is called on the offensive team, the offensive team shall have the time remaining on the shot clock regardless of whether the throw-in shall be administered from its backcourt or from its frontcourt.

If a time-out and a technical foul are called during the same game clock stopped period the time-out shall be administered first, followed by the administration of the technical foul penalty.

After a free throw(s) resulting from an unsportsmanlike or disqualifying foul, the game shall be resumed with a throw-in from the throw-in line in the team's frontcourt. The team shall have 14 seconds on the shot clock.

17-45 **Example:** A2 dribbles in his

(a) backcourt

(b) frontcourt

when A1 is charged with a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. In both cases, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have the time remaining on the shot clock.

17-46 **Example:** A2 dribbles in his

(a) backcourt

(b) frontcourt

when B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. If in its

(a) backcourt, with 24 seconds on the shot clock.

(b) frontcourt, with the time remaining on the shot clock, if 14 seconds or more are shown on the shot clock and with 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.

17-47 **Example:** With 1:47 on the game clock in the fourth quarter, A1 dribbles in his frontcourt and is charged with a technical foul. Team A is granted a time-out.

Interpretation: After the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the

ball was located when the technical foul occurred. Team A shall have the time remaining on the shot clock.

17-48 **Statement:** When the game clock shows 2:00 or less in the fourth quarter and in each overtime, if a technical foul is called on the offensive team and that team is granted a time-out, the offensive team shall have the time remaining on the shot clock, if the throw-in shall be administered from its backcourt. If the throw-in shall be administered from the throw-in line in its frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock, it shall show 14 seconds.
- If 13 seconds or less are shown on the shot clock, it shall continue with the time remaining on the shot clock.

17-49 **Example:** With 1:45 on the game clock in the fourth quarter, A1 dribbles in his backcourt and is charged with a technical foul. Team A is granted a time-out.

Interpretation: After the time-out, at the latest, the team A head coach shall inform the crew chief of the throw-in place (frontcourt or backcourt). After the time-out, any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the team A head coach's decision.

If the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have 14 seconds, if 14 seconds or more are shown on the shot clock or the time remaining on the shot clock, if 13 seconds or less are shown on the shot clock.

If the team A head coach decides on a throw-in from his backcourt, team A shall have the time remaining on the shot clock.

17-50 **Example:** With 1:43 on the game clock in the fourth quarter, A1 dribbles in his backcourt and is charged with a technical foul. Any team B player attempts 1 free throw with no line-up. Team A is granted a time-out.

Interpretation: After the time-out at the latest, the team A head coach shall inform the crew chief of the throw-in place (frontcourt or backcourt). The game shall be resumed with a team A throw-in according to the team A head coach's decision.

If the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have 14 seconds, if 14 seconds or more are on the shot clock or the time remaining on the shot clock, if 13 seconds or less are on the shot clock.

If the team A head coach decides on a throw-in from his backcourt, team A shall have the time remaining on the shot clock.

17-51 **Example:** With 1:41 on the game clock in the fourth quarter, A1 dribbles in his backcourt when B1 taps the ball out-of-bounds. Team A is granted a time-out. Immediately after, A1 is charged with a technical foul.

Interpretation: After the time-out, at the latest, the team A head coach shall inform the crew chief of the throw-in place (frontcourt or backcourt). Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in according to the team A head coach decision.

If the team A head coach decides on a throw-in from the throw-in line in his frontcourt, team A shall have 14 seconds, if 14 seconds or more are shown on the shot clock or the time remaining on the shot clock, if 13 seconds or less are shown on the shot clock.

If the team A head coach decides on a throw-in from his backcourt, team A shall have the time remaining on the shot clock.

17-52 **Example:** With 58 seconds on the game clock in the fourth quarter, in A1's backcourt

(a) B1 deliberately kicks the ball.

(b) B1 fouls A1. This is the third team B foul in the quarter.

(c) B1 taps the ball out-of-bounds.

With 19 seconds on the shot clock, team A is granted a time-out.

Interpretation: The team A head coach shall decide whether the game shall be resumed with a throw-in from the throw-in line in his frontcourt or from his backcourt.

In all cases, if from the throw-in line in its frontcourt, team A shall have 14 seconds on the shot clock.

(a) and (b) If from its backcourt, team A shall have 24 seconds on the shot clock.

(c) If from its backcourt, team A shall have 19 seconds on the shot clock.

17-53 **Statement:** Whenever the ball enters the basket, but the field goal or the last free throw is not valid, the game shall be resumed with a throw-in from the free-throw line extended.

17-54 **Example:** A1 in his act of shooting commits a travelling violation and then scores a field goal.

Interpretation: A1's field goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt. Team B shall have 24 seconds on the shot clock.

17-55 **Example:** A1 attempts a shot for a field goal. While the ball is on its downward flight, A2 touches the ball which then enters the basket.

Interpretation: A1's field goal shall not count. Team B shall be awarded a throw-in from the free-throw line extended in its backcourt. Team B shall have 24 seconds on the shot clock.

Article 18/19 Time-out / Substitution

18/19-1 **Statement:** A time-out cannot be granted before the playing time for a quarter or overtime has begun or after the playing time for a quarter or overtime has ended.

A substitution cannot be granted before the playing time for the first quarter has begun or after the playing time for the game has ended. Any substitution can be granted during intervals of play between quarters and overtimes.

18/19-2 **Example:** After the ball has left the hands of the crew chief on the jump ball but before the ball is legally tapped, jumper A2 commits a violation. Team B is awarded a throw-in. At this time, either team requests a time-out or a substitution.

Interpretation: Despite the fact that the game has begun, the time-out or substitution shall not be granted because the game clock has not yet started.

18/19-3 **Statement:** If the shot clock signal sounds while the ball is in the air during a shot for a field goal, it is not a violation and the game clock shall not stop. If the shot for a field goal is successful it is, under certain conditions, a time-out and substitution opportunity for both teams.

18/19-4 **Example:** The ball is in the air on a shot for a field goal when the shot clock signal sounds. The ball enters the basket. Either or both teams request

(a) a time-out.

(b) a substitution.

Interpretation:

(a) This is a time-out opportunity only for the non-scoring team.

If the non-scoring team is granted a time-out, the opponents may also be granted a time-out and both teams are also granted a substitution, if they request it.

(b) This is a substitution opportunity only for the non-scoring team and only when the game clock shows 2:00 or less in the fourth quarter and in each overtime. If the non-scoring team is granted a substitution, the opponents may also be granted a substitution and both teams may also be granted a time-out, if they request it.

18/19-5 **Statement:** Articles 18 and 19 clarify when a time-out or substitution opportunity begins and ends. If the request for a time-out or substitution (for any player, including the free-throw shooter) is made after the ball is at the disposal of the free-throw shooter for the first free throw, the time-out or substitution shall be granted for both teams if

(a) the last free throw is successful, or

(b) the last free throw is followed by a throw-in, or

(c) for any valid reason, the ball remains dead after the last free throw.

After the ball is at the disposal of the free throw shooter for the first of 2 or 3 consecutive free throws for the same foul penalty, no time-out or substitution shall be granted before the ball becomes dead following the last free throw.

When a technical foul occurs between such free throws, the free throw with no line-up shall be administered immediately. A time-out or substitution for either team shall not be granted before and/or after the free throw, unless the substitute shall become the player to attempt the free throw for the technical foul penalty. In this case, the opponents are also entitled to substitute 1 player if they wish.

18/19-6 **Example:** A1 is awarded 2 free throws. Either team requests a time-out or substitution

(a) before the ball is at the disposal of the free-throw shooter A1.

(b) after the first free-throw attempt.

(c) after the successful second free throw but before the ball is at the disposal of any team B thrower-in.

(d) after the successful second free throw but after the ball is at the disposal of any team B thrower-in.

Interpretation:

(a) The time-out or substitution shall be granted immediately, before the first free-throw attempt.

(b) The time-out or substitution shall not be granted after the first free throw, even if successful.

(c) The time-out or substitution shall be granted immediately, before the throw-in.

(d) The time-out or substitution shall not be granted.

18/19-7 **Example:** A1 is awarded 2 free throws. After the first free-throw attempt, either team requests a time-out or substitution. During the last free-throw attempt

(a) the ball rebounds from the ring and the game continues.

(b) the free throw is successful.

(c) the ball misses the ring.

(d) A1 steps on the free-throw line while shooting and the violation is called.

(e) B1 steps on the restricted area before the ball has left A1's hands. B1's violation is called and A1's free throw is not successful.

Interpretation:

(a) The time-out or substitution shall not be granted.

(b), (c) and (d) The time-out or substitution shall be granted immediately.

(e) A1 shall attempt a substitute free throw and, if made, the time-out or substitution shall be granted immediately.

18/19-8 **Example:** A substitution opportunity has just ended when substitute A6 runs to the scorer's table, loudly requesting a substitution. The timer reacts and erroneously sounds his signal. The referee blows his whistle.

Interpretation: The ball is dead and the game clock is stopped which normally is a substitution opportunity. However, because A6's request was made too late, the substitution shall not be granted. The game shall be resumed immediately.

18/19-9 **Example:** A goaltending or interference violation occurs during the game. A time-out has been requested by either coach or a substitution has been requested by either team.

Interpretation: The violation causes the game clock to be stopped and the ball to become dead. Time-outs or substitutions shall be granted.

18/19-10 **Example:** B1 fouls A1 on his unsuccessful attempt for a 2-point field goal. After A1's first of 2 free throws, A2 is charged with a technical foul. Either team now requests a time-out or substitution.

Interpretation: Any team B player may attempt 1 free throw with no line-up. If a team B substitute has become a player to attempt the free throw, team A is also entitled to substitute 1 player, if they wish. If the free throw is taken by a team B substitute, who has become a player or if team A also substituted 1 player, they cannot be substituted until the next game clock running period has ended. After the team B player's free throw for A2's technical foul, A1 shall attempt his second free throw. The game shall be resumed as after any last free throw. The time-out or further substitution shall be granted for both teams at the next time-out or substitution opportunity.

18/19-11 **Example:** B1 fouls A1 on his unsuccessful attempt for a 2-point field goal. After A1's first of 2 free throws, A2 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. Either team now requests a time-out or substitution.

Interpretation: A1 shall attempt his second free throw. The game shall be resumed as after any last free throw. The time-out or substitution shall be granted for both teams at the next time-out or substitution opportunity.

18/19-12 **Example:** B1 fouls A1 on his unsuccessful attempt for a 2-point field goal. After A1's first of 2 free throws, A2 is charged with a technical foul. This is A2's fifth foul. Either team now requests a time-out or substitution.

Interpretation: A2 shall be substituted immediately. Any team B player may attempt 1 free throw with no line-up. If a team B substitute has become a player to attempt the free throw, team A is also entitled to substitute 1 player, if they wish. If the free throw is taken by a team B substitute, who has become a player or if team A also substituted 1 player, they cannot be substituted until the next game clock running period has ended. After the team B player's free throw for A2's technical foul, A1 shall attempt his second free throw. The game shall be resumed as after any last free throw. The time-out or further substitution shall be granted for both teams at the next time-out or substitution opportunity.

18/19-13 **Example:** Dribbler A1 is charged with a technical foul. B6 requests to become a player to attempt the free throw.

Interpretation: This is a substitution opportunity for both teams. After becoming a player, B6 may attempt 1 free throw with no line-up but B6 may not become a substitute until the next game clock running period has ended.

18/19-14 **Statement:** If, following a request for a time-out, a foul is committed by either team, the time-out shall not begin until the referee has completed all communication related to that foul with the scorer's table. In the case of a player's fifth foul, this communication includes the necessary substitution procedure. After all communication is completed, the time-out period shall begin when a referee blows his whistle and shows the time-out signal.

18/19-15 **Example:** During the game, the team A head coach requests a time-out after which B1 is charged with his fifth foul.

Interpretation: The time-out period shall not begin until all communication with the scorer's table is completed and a substitute for B1 becomes a player.

18/19-16 **Example:** During the game, the team A head coach requests a time-out after which any player is charged with a foul.

Interpretation: Teams shall be permitted to go to their benches even though the time-out period has not formally begun.

18/19-17 **Statement:** Each time-out shall last 1 minute. Teams must promptly return on to the playing court after the referee blows his whistle and beckons the teams on to the playing court. If a team extends the time-out beyond 1 minute, it is gaining an advantage by extending the time-out and also causing a delay of the game. A warning to the head coach of that team shall be given by a referee. If that head coach does not respond to the warning, an additional time-out shall be charged on that team. If the team has no time-outs remaining, a technical foul for delaying the game may be charged on the head coach, entered as 'B_1'. If that team does not return on to the playing court promptly after the half-time interval of play, a time-out shall be charged on that team. Such a charged time-out shall not last 1 minute. The game shall be resumed immediately.

18/19-18 **Example:** The time-out ends and the referee beckons team A on to the playing court. The team A head coach continues to instruct his team which still remains in the team bench area. The referee re-beckons team A on to the playing court and

(a) team A finally enters the playing court.

(b) team A continues to remain in the team bench area.

Interpretation:

(a) After team A begins to return on to the playing court, the referee shall give a warning to the team A head coach that if the same behaviour is repeated, an additional time-out shall be charged on team A.

(b) A time-out, without warning, shall be charged on team A. This time-out shall last 1 minute. If team A has no time-outs remaining, a technical foul for delaying the game shall be charged on the team A head coach, entered as 'B_1'.

18/19-19 **Example:** After the half-time interval of play, team A is still in its dressing room and therefore the beginning of the third quarter is delayed.

Interpretation: After team A finally enters the playing court a time-out, without warning, shall be charged on team A. This time-out shall not last 1 minute. The game shall be resumed immediately.

18/19-20 **Statement:** If a team was not granted a time-out in the second half before the game clock shows 2:00 in the fourth quarter, the scorer shall mark 2 horizontal lines on the scoresheet in the first box for the team's second half time-outs. The scoreboard shall show the first time-out as if it had been taken.

18/19-21 **Example:** With 2:00 on the game clock in the fourth quarter, both teams have not taken a time-out in the second half.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the first box of both teams' time-outs for the second half. The scoreboard shall show the first time-out as if it had been taken.

18/19-22 **Example:** With 2:09 on the game clock in the fourth quarter, the team A head coach requests his first time-out in the second half while the game clock is running. With 1:58 on the game clock, the ball goes out-of-bounds and the game clock is stopped. Team A is granted a time-out.

Interpretation: The scorer shall mark 2 horizontal lines on the scoresheet in the first box of team A's time-outs as a time-out was not granted before the game clock showed 2:00 in the fourth quarter. The time-out granted at 1:58 shall be entered in the second box and team A has only 1 more time-out left. After the time-out, the scoreboard shall show 2 time-outs as taken.

18/19-23 **Statement:** Whenever a time-out is requested, regardless whether before or after a technical, unsportsmanlike or disqualifying foul is called, the time-out shall be granted before the beginning of the administration of the free throw(s). If during a time-out a technical, unsportsmanlike or disqualifying foul is called, the free throw(s) shall be administered after the time-out is completed.

18/19-24 **Example:** The team B head coach requests a time-out. A1 is charged with an unsportsmanlike foul on B1, followed by a technical foul on A2.

Interpretation: Team B is granted a time-out. After the time-out, any team B player shall attempt 1 free throw with no line-up. B1 shall then attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

18/19-25 **Example:** The team B head coach requests a time-out. A1 is charged with an unsportsmanlike foul on B1. Team B is granted a time-out. During the time-out, A2 is charged with a technical foul.

Interpretation: After the time-out, any team B player shall attempt 1 free throw with no line-up. B1 shall then attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

Article 23 Player out-of-bounds and ball out-of-bounds

23-1 **Statement:** If the ball is out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds.

23-2 **Example:** Close to the sideline, A1 with the ball in his hands is closely guarded by B1. A1 touches with his body B1, who has 1 foot out-of-bounds.

Interpretation: This is a legal play by A1. A player is out-of-bounds when any part of his body is in contact with something other than a player. The game shall continue.

23-3 **Example:** Close to the sideline, A1 with the ball in his hands is closely guarded by B1 and B2. A1 touches B1 with the ball, B1 has 1 foot out-of-bounds.

Interpretation: This is an out-of-bounds violation by B1. The ball is out-of-bounds when it touches a player who is out-of-bounds. The game shall be resumed with a team A throw-in from the place nearest to where the ball went out-of-bounds, except directly behind the backboard. Team A shall have the time remaining on the shot clock.

23-4 **Example:** A1 dribbles close to the sideline in front of the scorer's table. The ball rebounds high from the playing court and touches B6's knee sitting on the substitution chair. The ball returns to A1 on the playing court.

Interpretation: The ball is out-of-bounds when it touches B6 who is out-of-bounds. The ball is caused to go out-of-bounds by A1 who touched the ball before it goes out-of-bounds. The game shall be resumed with a team B throw-in from the place nearest to where the ball went out-of-bounds, except directly behind the backboard.

Article 24 Dribbling

24-1 **Statement:** It is not a dribble if a player deliberately throws the ball against the opponents' or his own backboard.

24-2 **Example:** A1 has not yet dribbled and is standing still when he deliberately throws the ball against the backboard and catches or touches the ball again before it touches another player.

Interpretation: This is a legal play by A1. After catching the ball, A1 may shoot, pass or begin a dribble.

24-3 **Example:** After ending a dribble A1 deliberately throws the ball against the backboard. The ball then bounces on the playing court, A1 catches the ball again and starts a dribble.

Interpretation: This is a double dribble violation by A1 as he shall not dribble for a second time after his first dribble has ended.

24-4 **Example:** After ending a dribble either in the continuous motion or standing still, A1 deliberately throws the ball against the backboard and catches or touches the ball again before it touches any other player.

Interpretation: This is a legal play by A1. After catching the ball, A1 may shoot or pass but may not begin a new dribble.

24-5 **Example:** A1's shot for a field goal misses the ring. A1 catches the ball and deliberately throws it against the backboard, after which A1 catches or touches the ball again before it touches any other player.

Interpretation: This is a legal play by A1. After catching the ball, A1 may shoot, pass or begin a dribble.

24-6 **Example:** A1 dribbles and comes to a legal stop.

(a) A1 then loses his balance and without moving his pivot foot, A1 touches the playing court with the ball once or twice while holding the ball in his hand(s).

(b) A1 then tosses the ball from 1 hand to another without moving his pivot foot.

Interpretation: In both cases, this is a legal play by A1. A1 did not move his pivot foot.

24-7 **Example:** A1 begins his dribble by throwing the ball

(a) over his opponent.

(b) a few meters away from him.

The ball touches the playing court after which A1 continues his dribble.

Interpretation: In both cases, this is a legal play by A1. The ball touched the playing court before A1 touched the ball again on his dribble.

24-8 **Example:** A1 ends his dribble and deliberately throws the ball on to B1's leg. A1 catches the ball and begins to dribble again.

Interpretation: This is a double dribble violation by A1. A1's dribble ended as the ball was not touched by B1. It was the ball which touched B1. A1 may not dribble again.

Article 25 Travelling

25-1 **Statement:** It is legal if a player who is lying on the playing court gains control of the ball. It is legal if a player who is holding the ball falls on the playing court. It is also legal if a player, after falling on the playing court with the ball, slides due to his momentum. However, if the player then rolls or attempts to stand up while holding the ball, it is a violation.

25-2 **Example:** A1 with the ball in his hands loses his balance and falls on the playing court.

Interpretation: This is a legal play by A1. Falling on the playing court is not a travelling violation.

25-3 **Example:** A1 with the ball in his hands, falls on the playing court and his momentum causes him to slide.

Interpretation: This is a legal play by A1. However, if A1 now rolls to avoid the defence or attempts to stand up with the ball in his hands, a travelling violation occurs.

25-4 **Example:** A1, while lying on the playing court, gains control of the ball. A1 then

(a) passes the ball to A2.

(b) begins a dribble while still lying on the playing court.

(c) attempts to stand up while dribbling the ball.

(d) attempts to stand up while still holding the ball.

Interpretation:

(a), (b) and (c) This is a legal play by A1.

(d) This is a travelling violation by A1.

25-5 **Statement:** A player may not touch the playing court consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.

25-6 **Example:** A1 ends his dribble with the ball in his hands. In his continuous motion, A1 jumps off his left foot, lands on his left foot, then on his right foot and attempts a shot for a field goal.

Interpretation: This is a travelling violation by A1. A player may not touch the playing court consecutively with the same foot after ending his dribble.

Article 26 3 seconds

26-1 **Statement:** It is a violation when a player leaves the playing court at the endline to avoid a 3-second violation and then re-enters the restricted area.

26-2 **Example:** A1 in the restricted area for less than 3 seconds moves out-of-bounds at the endline to avoid a 3-second violation. A1 then re-enters the restricted area.

Interpretation: This is a 3-second violation by A1.

Article 28 8 seconds

28-1 **Statement:** The shot clock is stopped because of a jump ball situation. If the resulting alternating possession throw-in is awarded to the team that was in control of the ball in its backcourt, the 8-second period shall continue.

28-2 **Example:** A1 dribbles in his backcourt for 5 seconds when a held ball occurs. Team A is entitled to the next alternating possession throw-in.

Interpretation: Team A shall have only 3 seconds to move the ball into its frontcourt.

28-3 **Statement:** During a dribble from the backcourt to the frontcourt, the ball goes into a team's frontcourt when both feet of the dribbler and the ball are completely in contact with the frontcourt.

28-4 **Example:** A1 is straddling the centre line and receives the ball from A2 who is in his backcourt. A1 passes the ball back to A2 who is still in his backcourt.

Interpretation: This is a legal play by team A. A1 does not have both feet completely in contact with his frontcourt and therefore A1 is entitled to pass the ball into his backcourt. The 8-second period shall continue.

28-5 **Example:** A1 dribbles from his backcourt and ends his dribble holding the ball while straddling the centre line. A1 then passes the ball to A2 who is also straddling the centre line.

Interpretation: This is a legal play by team A. A1 does not have both feet completely in contact with his frontcourt and therefore A1 is entitled to pass the ball to A2 who is also not in his frontcourt. The 8-second period shall continue.

28-6 **Example:** A1 dribbles from his backcourt and has one foot in his frontcourt. A1 passes the ball to A2, who is straddling the centre line. A2 begins to dribble in his backcourt.

Interpretation: This is a legal play by team A. A1 does not have both feet completely in contact with his frontcourt and therefore A1 is entitled to pass the ball to A2 who is also not in his frontcourt. A2 is entitled to dribble into his backcourt. The 8-second period shall continue.

28-7 **Example:** A1 dribbles from his backcourt and stops his forward motion still dribbling while

(a) straddling the centre line.

(b) both feet are in his frontcourt, while the ball is dribbled in his backcourt.

(c) both feet are in his frontcourt while the ball is dribbled in his backcourt, after which A1 returns both feet to his backcourt.

(d) both feet are in his backcourt, while the ball is dribbled in his frontcourt.

Interpretation: In all cases, this is a legal play by A1. Dribbler A1 continues to be in his backcourt until both his feet, as well as the ball, are completely in contact with his frontcourt. The 8-second period shall continue.

28-8 **Statement:** Each time when the 8-second period continues with the time remaining and the same team that previously had control of the ball is awarded a throw-in from its backcourt, the referee handing the ball to the thrower-in shall inform him on the time remaining in the 8-second period.

28-9 **Example:** A1 dribbles in his backcourt for 6 seconds when a double foul occurs in the

(a) backcourt.

(b) frontcourt.

Interpretation:

(a) The game shall be resumed with a team A throw-in in its backcourt from the place nearest to where the double foul occurred. The referee shall inform the team A thrower-in that his team has 2 seconds to move the ball into its frontcourt.

(b) The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the double foul occurred.

28-10 **Example:** A1 dribbles in his backcourt for 4 seconds when B1 taps the ball out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team A throw-in from its backcourt. The referee shall inform the team A thrower-in that his team has 4 seconds to move the ball into its frontcourt.

28-11 **Statement:** If the game is stopped by a referee for any valid reason not connected with either team and, if in the judgement of the referees the opponents would be placed at a disadvantage, the 8-second period shall continue.

28-12 **Example:** With 25 seconds on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball. A1 dribbles in his backcourt for 4 seconds when the game is stopped by the referees due to

(a) the game clock or the shot clock failing to run or to start.

(b) a bottle being thrown on to the playing court.

(c) the shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in from its backcourt, with 4 seconds remaining in the 8-second period. Team B would be placed at a disadvantage if the game were resumed with a new 8-second period.

28-13 **Statement:** Following an 8-second violation, the throw-in place is determined by the location of the ball where the violation occurred.

28-14 **Example:** The 8-second period for team A expires and the violation occurs when

(a) team A controls the ball in its backcourt.

(b) the ball is in the air on A1's pass from his backcourt towards his frontcourt.

Interpretation: The team B throw-in shall be administered in its frontcourt, from the place nearest to the

(a) location of the ball when the 8-second violation occurred, except directly behind the backboard.

(b) centre line.

Team B shall have 14 seconds on the shot clock.

Article 29/50 24 seconds

29/50-1 **Statement:** A shot for a field goal is attempted close to the end of the shot clock period and the shot clock signal sounds while the ball is in the air. If the ball misses the ring, a violation has occurred unless the opponents have gained an immediate and clear control of the ball. The ball shall be awarded to the opponents for the throw-in from the place nearest to where the game was stopped, except directly behind the backboard.

29/50-2 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball touches the backboard and then rolls on the playing court, where it is first touched by B1, then by A2 and is finally controlled by B2.

Interpretation: This is a shot clock violation by team A. A1's shot for a field goal missed the ring and team B did not gain an immediate and clear control of the ball.

29/50-3 **Example:** During A1's shot for a field goal the ball touches the backboard but misses the ring. The ball is then touched but not controlled by B1, after which A2 gains control of the ball. The shot clock signal sounds.

Interpretation: This is a shot clock violation by team A.

29/50-4 **Example:** A1's shot for a field goal at the end of a shot clock period is legally blocked by B1. The shot clock signal sounds. B1 fouls A1.

Interpretation: This is a shot clock violation by team A. B1's foul on A1 shall be disregarded unless it is an unsportsmanlike or a disqualifying foul.

29/50-5 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball misses the ring, after which a held ball between A2 and B2 occurs.

Interpretation: This is a shot clock violation by team A. Team B did not gain an immediate and clear control of the ball.

29/50-6 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. The ball misses the ring after which B1 taps it out-of-bounds.

Interpretation: This is a shot clock violation by team A. Team B did not gain an immediate and clear control of the ball.

29/50-7 **Example:** B1 fouls A1 in his act of shooting for a field goal. After the foul the shot clock signal sounds. The ball enters the basket.

Interpretation: A1's field goal shall count. The shot clock should be stopped simultaneously with the foul call and therefore the shot clock signal shall be disregarded. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

29/50-8 **Statement:** If the shot clock signal sounds and, in the judgement of the referees, the opponents gain an immediate and clear control of the ball, the shot clock signal shall be disregarded. The game shall continue.

29/50-9 **Example:** Close to the end of the shot clock period, A1's pass is missed by A2 (both players are in their frontcourt) and the ball rolls into team A's backcourt. Before B1 gains control of the ball with a free path to the basket, the shot clock signal sounds.

Interpretation: As B1 gains an immediate and clear control of the ball, the signal shall be disregarded. The game shall continue.

29/50-10 **Statement:** If a team that was in control of the ball is awarded an alternating possession throw-in, that team shall have only the time remaining on the shot clock when the jump ball situation occurred.

29/50-11 **Example:** Team A is in control of the ball in its frontcourt with 10 seconds on the shot clock when a jump ball situation occurs. An alternating possession throw-in is awarded to

(a) team A.

(b) team B.

Interpretation:

(a) Team A shall have 10 seconds on the shot clock.

(b) Team B shall have 24 seconds on the shot clock.

29/50-12 **Statement:** If the game is stopped by a referee for a foul or violation (excluding for the ball having gone out-of-bounds) committed by the team not in control of the ball and the possession of the ball is awarded to the same team that previously had control of the ball in its frontcourt, the shot clock shall be reset as follows:

- If 14 seconds or more are shown on the shot clock when the game was stopped, the shot clock shall continue with the time remaining the shot clock.
- If 13 seconds or less are shown on the shot clock when the game was stopped, the team shall have 14 seconds on the shot clock.

29/50-13 **Example:** A1 dribbles when B1 taps the ball out-of-bounds in the team A frontcourt. The shot clock shows 8 seconds.

Interpretation: Team A shall have 8 seconds on the shot clock.

29/50-14 **Example:** A1 dribbles in his frontcourt. B1 fouls A1. This is the second team B foul in the quarter. The shot clock shows 3 seconds.

Interpretation: Team A shall have 14 seconds on the shot clock.

29/50-15 **Example:** With 4 seconds on the shot clock, team A is in control of the ball in its frontcourt when

(a) A1

(b) B1

is injured. The referees stop the game.

Interpretation: Team A shall have

(a) 4 seconds

(b) 14 seconds

on the shot clock.

29/50-16 **Example:** With 6 seconds on the shot clock, A1's shot for a field goal is in the air when a double foul on A2 and B2 occurs. The ball misses the ring. The alternating possession arrow favours team A.

Interpretation: Team A shall have 6 seconds on the shot clock.

29/50-17 **Example:** With 5 seconds on the shot clock, A1 dribbles when B1 is charged with a technical foul, after which the team A head coach is charged with a technical foul.

Interpretation: After the cancellation of equal penalties, the game shall be resumed with a team A throw-in. Team A shall have 5 seconds on the shot clock.

29/50-18 **Example:** With

(a) 16 seconds

(b) 12 seconds

on the shot clock, A1 passes the ball to A2 in his frontcourt when B1 in his backcourt deliberately kicks or strikes the ball with his fist.

Interpretation: In both cases, this is a violation by B1 for kicking the ball or striking it with his fist. The game shall be resumed with a team A throw-in from its frontcourt with

(a) 16 seconds

(b) 14 seconds

on the shot clock.

29/50-19 **Example:** During A1's throw-in from his frontcourt in the third quarter, B1 moves his arm(s) over the boundary line and blocks A1's pass with

(a) 19 seconds

(b) 11 seconds

on the shot clock.

Interpretation: In both cases, this is a throw-in violation by B1. The game shall be resumed with a team A throw-in from its frontcourt with

(a) 19 seconds

(b) 14 seconds

on the shot clock.

29/50-20 **Example:** With 6 seconds on the shot clock, A1 dribbles in his frontcourt when B2 is charged with an unsportsmanlike foul on A2.

Interpretation: After A2's 2 free throws with no line-up. Regardless whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

29/50-21 **Statement:** If the game is stopped by a referee for any valid reason not connected with either team and if, in the judgement of the referees, the opponents would be placed at a disadvantage, the shot clock shall continue with the time remaining.

29/50-22 **Example:** With 25 seconds on the game clock in the fourth quarter and with the score A 72 – B 72, team A gains control of the ball in its frontcourt. A1 dribbles for 20 seconds when the game is stopped by the referees due to

(a) the game clock or the shot clock failing to run or to start.

(b) a bottle being thrown on to the playing court.

(c) the shot clock being erroneously reset.

Interpretation: In all cases, the game shall be resumed with a team A throw-in from the place nearest to where the game was stopped. Team A shall have 4 seconds on the shot clock. Team B would be placed at a disadvantage if the game were resumed with 14 seconds on the shot clock.

29/50-23 **Example:** A1's shot for a field goal touches the ring. A2 rebounds the ball and 9 seconds later the shot clock signal sounds in error. The referees stop the game.

Interpretation: Team A in control of the ball would be placed at a disadvantage if this were a shot clock violation. After consulting the commissioner, if present, and the shot clock operator, the game shall be resumed with a team A throw-in. Team A shall have 5 seconds on the shot clock.

29/50-24 **Example:** With 4 seconds on the shot clock, A1 attempts a shot for a field goal. The ball misses the ring but the shot clock operator erroneously resets the clock. A2 rebounds the ball and after a certain time, A3 scores a field goal. At this time, the referees recognise the error.

Interpretation: The referees, after consulting the commissioner, if present, shall confirm that the ball missed the ring during A1's shot for a field goal. If so, they shall then decide if the ball had left A3's hands before the shot clock would have sounded if the reset had not taken place. If so, A3's field goal shall count. If not, a shot clock violation occurred and A3's field goal shall not count.

29/50-25 **Statement:** When a shot for a field goal is released and a foul is then called on a defensive player in his backcourt, if the game is resumed with a throw-in, the shot clock shall be reset as follows:

- If 14 seconds or more are displayed on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.
- If 13 seconds or less are displayed on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

29/50-26 **Example:** With 17 seconds on the shot clock, A1's shot for a field goal is in the air when B2 in his backcourt fouls A2. This is the second team B foul in the quarter. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Interpretation:

(a) A1's field goal shall count.

In all cases, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 17 seconds on the shot clock.

29/50-27 **Example:** With 10 seconds on the shot clock, A1's shot for a field goal is in the air when B2 in his backcourt fouls A2. This is the second team B foul in the quarter. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Interpretation:

(a) A1's field goal shall count.

In all cases, the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-28 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. B2 in his backcourt fouls A2. This is the second team B foul in the quarter. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Interpretation:

(a) A1's field goal shall count.

In all cases, this is not a shot clock violation by team A. The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-29 **Example:** With 10 seconds on the shot clock, A1's shot for a field goal is in the air when B2 in his backcourt fouls A2. This is the fifth team B foul in the quarter. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Interpretation:

(a) A1's field goal shall count.

In all cases, A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

29/50-30 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds and B2 fouls A2. This is the fifth team B foul in the quarter. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Interpretation:

(a) A1's field goal shall count.

In all cases, this is not a shot clock violation by team A. A2 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

29/50-31 **Example:** A1's shot for a field goal is in the air when the shot clock signal sounds. A2 or B2 is then charged with a technical foul. The ball

(a) enters the basket.

(b) rebounds from the ring but does not enter the basket.

(c) misses the ring.

Interpretation:

In all cases, any player of team A or team B shall attempt 1 free throw with no line-up.

(a) This is not a shot clock violation by team A. A1's field goal shall count. The game shall be resumed with a team B throw-in from its endline.

(b) This is not a shot clock violation by team A. This is a jump ball situation. The game shall be resumed with an alternating possession throw-in from the endline, except directly behind the backboard.

(c) This is a shot clock violation by team A. The game shall be resumed with a team B throw-in from its endline, except directly behind the backboard.

29/50-32 **Statement:** A throw-in resulting from an unsportsmanlike or a disqualifying foul penalty shall always be administered from the throw-in line in the team's frontcourt. The team shall have 14 seconds on the shot clock.

29/50-33 **Example:** With 1:12 on the game clock and with 6 seconds on the shot clock in the fourth quarter, A1 dribbles in his frontcourt when B1 is charged with an unsportsmanlike foul on A1. After A1's first free throw, the team A head coach or the team B head coach requests a time-out.

Interpretation: A1 shall attempt his second free throw with no line-up. The time-out is granted. After the time-out, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

29/50-34 **Example:** With 19 seconds on the shot clock, A1 dribbles in his frontcourt when B2 is charged with an unsportsmanlike foul on A2.

Interpretation: After A2's 2 free throws with no line-up. Regardless whether made or missed, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

The same interpretation is valid for a disqualifying foul.

29/50-35 **Statement:** After the ball touches the ring of the opponents' basket for any reason, the team shall have 14 seconds on the shot clock, if the team which gains control of the ball is the same team that was in control of the ball before the ball touched the ring.

29/50-36 **Example:** During A1's pass to A2, the ball touches B2 after which the ball touches the ring. A3 gains control of the ball.

Interpretation: Team A shall have 14 seconds on the shot clock as soon as A3 gains control of the ball anywhere on the playing court.

29/50-37 **Example:** A1 attempts a shot for a field goal with

(a) 4 seconds

(b) 20 seconds

on the shot clock. The ball touches the ring, rebounds from it and A2 gains control of the ball.

Interpretation: In both cases, team A shall have 14 seconds on the shot clock as soon as A2 gains control of the ball anywhere on the playing court.

29/50-38 **Example:** A1 attempts a shot for a field goal. The ball touches the ring. B1 touches the ball and A2 then gains control of the ball.

Interpretation: Team A shall have 14 seconds on the shot clock as soon as A2 gains control of the ball anywhere on the playing court.

29/50-39 **Example:** A1 attempts a shot for a field goal. The ball touches the ring. B1 then touches the ball before it goes out-of-bounds.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the ball went out-of-bounds. Team A shall have 14 seconds on the shot clock regardless of where on the playing court the throw-in shall be administered.

29/50-40 **Example:** With 4 seconds on the shot clock, A1 throws the ball towards the ring to reset the shot clock. The ball touches the ring. B1 then touches the ball before it goes out-of-bounds in team A's backcourt.

Interpretation: The game shall be resumed with a team A throw-in in its backcourt from the place nearest to where the ball went out-of-bounds. Team A shall have 14 seconds on the shot clock.

29/50-41 **Example:** A1 attempts a shot for a field goal. The ball touches the ring. A2 taps the ball and A3 then gains control of the ball.

Interpretation: Team A shall have 14 seconds on the shot clock as soon as A3 gains control of the ball anywhere on the playing court.

29/50-42 **Example:** A1 attempts a shot for a field goal. The ball touches the ring and B2 then fouls A2 during the rebound. This is the third team B foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-43 **Example:** A1 attempts a shot for a field goal. The ball enters the basket. B2 fouls A2. This is the third team B foul in the quarter.

Interpretation: A1's field goal shall count. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. Team A shall have 14 seconds on the shot clock.

29/50-44 **Example:** A1 attempts a shot for a field goal. The ball touches the ring and on the rebound a held ball between A2 and B2 occurs. The alternating possession arrow favours team A.

Interpretation: The game shall be resumed with a team A throw-in from the place nearest to where the held ball situation occurred. Team A shall have 14 seconds on the shot clock.

29/50-45 **Example:** A1 attempts a shot for a field goal with

(a) 8 seconds

(b) 17 seconds

on the shot clock. The ball lodges between the ring and the backboard. The alternating possession arrow favours team A.

Interpretation: In both cases, the game shall be resumed with a team A throw-in in its frontcourt from the endline nearest to the backboard. Team A shall have 14 seconds on the shot clock.

29/50-46 **Example:** A1 in his frontcourt passes the ball for an alley-hoop to A2 who does not catch the ball. The ball touches the ring, after which A3 gains control of the ball.

Interpretation:

If A3 gains control of the ball in his frontcourt, team A shall have 14 seconds on the shot clock.

If A3 touches the ball in his backcourt, this is a team A backcourt violation as team A did not lose the control of the ball with A1's pass.

29/50-47 **Example:** A1's shot for a field goal touches the ring. B1 rebounds the ball and returns to the playing court. A2 taps the ball out of B1's hands. A3 now catches the ball.

Interpretation: The team (B) which gained clear control of the ball is not the same team (A) that was in control of the ball before the ball touched the ring. Team A shall have 24 seconds on the shot clock.

29/50-48 **Example:** With 6 seconds on the shot clock, A1 attempts a shot for a field goal. The ball touches the ring and A2 then gains control of the ball in his backcourt. B1 fouls A2. This is the third team B foul in the quarter.

Interpretation: The game shall be resumed with a team A throw-in in its backcourt from the place nearest to where the B1's foul occurred. Team A shall have 24 seconds on the shot clock.

29/50-49 **Example:** With 5 seconds on the shot clock, thrower-in A1 passes the ball towards team B basket. The ball touches the ring and is then touched but not controlled by A2 and/or B2.

Interpretation: The game clock and the shot clock shall be started simultaneously as soon as the ball touches or is touched by either player on the playing court.

If team A then gains control of the ball on the playing court, it shall have 14 seconds on the shot clock.

If team B then gains control of the ball on the playing court, it shall have 24 seconds on the shot clock.

29/50-50 **Statement:** During the game, whenever a team gains a new possession of a live ball either in its frontcourt or in its backcourt, that team shall have 24 seconds on the shot clock.

29/50-51 **Example:** While the game clock is running, A1 gains new possession of the ball on the playing court in its

(a) backcourt.

(b) frontcourt.

Interpretation: In both cases, team A shall have 24 seconds on the shot clock.

29/50-52 **Example:** After a team B throw-in, A1 gains an immediate and clear new possession of the ball on the playing court in its

(a) backcourt.

(b) frontcourt.

Interpretation: In both cases, team A shall have 24 seconds on the shot clock.

29/50-53 **Statement:** The game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball. If the ball is awarded to the opponents with a throw-in from its frontcourt, that team shall have 14 seconds on the shot clock.

29/50-54 **Example:** A1 in his backcourt passes the ball to A2 who is also in his backcourt. A2 touches but does not catch the ball before it goes out-of-bounds.

Interpretation: The game shall be resumed with a team B throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds. Team B shall have 14 seconds on the shot clock.

29/50-55 **Statement:** Whenever a team gains a new control, or gains a control, or regains a control of a live ball anywhere on the playing court with less than 24 seconds on the game clock, the shot clock shall have no display visible.

After the ball has touched the ring of the opponents' basket and a team regains the control of a live ball anywhere on the playing court with less than 24 seconds and more than 14 seconds on the game clock, the team shall have 14 seconds on the shot clock. If there are 14 seconds or less on the game clock, the shot clock shall have no display visible.

29/50-56 **Example:** With 12 seconds on the game clock, team A gains a new possession of the ball.

Interpretation: The shot clock shall have no display visible.

29/50-57 **Example:** With 23 seconds on the game clock, A1 gains a new control of the ball on the playing court. With 18 seconds on the game clock, B1 in his backcourt deliberately kicks the ball.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B1 kicked the ball. The game clock shows 18 seconds. The shot clock shall have no display visible.

29/50-58 **Example:** With 23 seconds on the game clock, A1 gains a new control of the ball on the playing court. The shot clock has no display visible. With 19 seconds on the game clock, A1 attempts a shot for a field goal. The ball touches the ring. Team A regains the control of the ball by A2 rebounding it, with 16 seconds on the game clock.

Interpretation: The game shall continue with 16 seconds on the game clock. The shot clock shall be switched on. Team A shall have 14 seconds on the shot clock as there were more than 14 seconds on the game clock.

29/50-59 **Example:** With 23 seconds on the game clock, A1 gains a new control of the ball on the playing court. The shot clock has no display visible. With 15 seconds on the game clock, A1 attempts a shot for a field goal. The ball touches the ring and B1 taps it out-of-bounds in its backcourt, with 12 seconds on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds, with 12 seconds on the game clock. The shot clock shall continue to have no display visible as there were less than 14 seconds on the game clock.

29/50-60 **Example:** With 22 seconds on the game clock, A1 gains a new control of the ball on the playing court. The shot clock has no display visible. With 18 seconds on the game clock, A1 attempts a shot for a field goal. The ball misses the ring and B1 taps it out-of-bounds in its backcourt, with 15.5 seconds on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds, with 15.5 seconds on the game clock. The shot clock shall continue to have no display visible.

29/50-61 **Example:** With 22 seconds on the game clock, A1 gains a new control of the ball on the playing court. The shot clock has no display visible. With 15 seconds on the game clock, A1 attempts a shot for a field goal. The ball misses the ring and B1 taps it out-of-bounds in its backcourt, with 12 seconds on the game clock.

Interpretation: The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the ball went out-of-bounds with 12 seconds on the game clock. The shot clock shall continue to have no display visible, as team A had gained a new control of the ball with less than 24 seconds on the game clock.

29/50-62 **Statement:** A shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air. If the ball misses the ring, the referees shall wait to see, if the opponents

- gain an immediate and clear control of the ball the shot clock signal shall be disregarded.
- do not gain an immediate and clear control of the ball the referee shall call the violation.

29/50-63 **Example:** With 25.2 seconds on the game clock, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. The ball misses the ring and after another 1.2 second, the game clock signal sounds for the end of the quarter.

Interpretation: This is not a shot clock violation by team A. The referee did not call a violation as he was waiting to see if team B gained immediate and clear control of the ball. The quarter has ended.

29/50-64 **Example:** With 25.2 seconds on the game clock, team A gains control of the ball. With 1 second on the shot clock, A1 attempts a shot for a field goal. While the ball is in the air, the shot clock signal sounds. The ball misses the ring and A2 catches the ball on his rebound. The referee calls the violation with the game clock showing 0.8 second.

Interpretation: This is a shot clock violation by team A. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 0.8 second on the game clock.

29/50-65 **Example:** With 25.2 seconds on the game clock, team A gains control of the ball. With 1.2 second on the game clock and with A1 having the ball in his hand(s), the shot clock signal sounds. The referee calls the violation with the game clock showing 0.8 second.

Interpretation: This is a shot clock violation by team A. As the violation occurred with 1.2 second on the game clock, the referees decided to correct the game clock. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped, with 1.2 second on the game clock.

Article 30 Ball returned to the backcourt

30-1 **Statement:** A player retains the same status relative to the playing court as where he was last touching the playing court before being airborne.

However, when a player jumps from his frontcourt and gains a new team control of the ball while still airborne, the player may then land with the ball anywhere on the playing court. He may not pass the ball to a team-mate in his backcourt before landing.

30-2 **Example:** A1 in his backcourt passes the ball to A2 in his frontcourt. B1 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: This is not a backcourt violation by team B. B1 established a new team B control of the ball while airborne and may land anywhere on the playing court. In all cases, B1 is legally in his backcourt.

30-3 **Example:** During the jump ball between A1 and B1 that begins the first quarter, the ball is legally tapped. A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: This is not a backcourt violation by A2. A2 established the first team A control of the ball while airborne and may land anywhere on the playing court. In all cases, A2 is legally in his backcourt.

30-4 **Example:** Thrower-in A1 in his frontcourt passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) straddling the centre line.

(c) straddling the centre line and then dribbles or passes the ball to his backcourt.

Interpretation: This is a backcourt violation by team A. Thrower-in A1 established team A control of the ball in his frontcourt before A2 caught the ball while airborne and landed in his backcourt.

30-5 **Example:** Thrower-in A1 in his backcourt passes the ball to A2. B1 jumps from his frontcourt, catches the ball while airborne and before he lands in his backcourt, he passes the ball to B2 in his backcourt.

Interpretation: This is a backcourt violation by team B. When B1 jumps from his frontcourt and gains a new team control while airborne he may land anywhere on the playing court. However, he may not pass the ball to a team-mate in his backcourt.

30-6 **Example:** During the opening jump ball between A1 and B1, the ball is legally tapped to A2 in his frontcourt. A2 jumps in the air, catches the ball while still airborne and before landing passes the ball to A1 in his backcourt.

Interpretation: This is a backcourt violation by team A. While airborne, A2 may land with the ball in his hands in his backcourt but he may not pass the ball to his team-mate in his backcourt.

30-7 **Statement:** A live ball is illegally returned to the backcourt when a team A player who is completely in his frontcourt, causes the ball to touch his backcourt, after which a team A player is the first to touch the ball either in his frontcourt or his backcourt. However, it is legal when a team A player in his backcourt causes the ball to touch his frontcourt, after which a team A player is the first to touch the ball, either in his frontcourt or in his backcourt.

30-8 **Example:** A1 and A2 are both standing with both feet in their frontcourt close to the centre line. A1 bounce-passes the ball to A2. During the pass, the ball touches the team A backcourt, after which the ball touches A2 in his frontcourt.

Interpretation: This is a backcourt violation by team A.

30-9 **Example:** A1 is standing with both feet in his backcourt close to the centre line, when A1 bounce-passes the ball to A2 who is also standing with both feet in his backcourt close to the centre line. During the pass, the ball touches the team A frontcourt before A2 touches it.

Interpretation: This is not a backcourt violation by team A as no team A player with the ball was in his frontcourt. However the 8-second period is stopped, when the ball touched team A's frontcourt. A new 8-second period shall begin as soon as A2 touches the ball in his backcourt.

30-10 **Example:** A1 in his backcourt passes the ball towards his frontcourt. The ball touches a referee standing on the playing court with both feet straddling the centre line. A2 still in his backcourt touches the ball.

Interpretation: This is not a backcourt violation by team A as no team A player with the ball was in his frontcourt. However the 8-second period is stopped when the ball touched the referee in team A's frontcourt. A new 8-second period shall begin as soon as A2 touches the ball in his backcourt.

30-11 **Example:** Team A is in control of the ball in its frontcourt when the ball is simultaneously touched by A1 and B1. The ball then goes into team A's backcourt where A2 is the first to touch it.

Interpretation: This is a backcourt violation by team A.

30-12 **Example:** A1 dribbles from his backcourt to his frontcourt. A1 with both feet in his frontcourt still dribbles in his backcourt. The ball then touches his leg and bounces into his backcourt where A2 begins a dribble.

Interpretation: This is a legal play by team A. A1 has not yet established control of the ball in his frontcourt.

30-13 **Example:** A1 in his backcourt passes the ball to A2 in his frontcourt. A2 touches but does not control the ball which returns to A1 still in his backcourt.

Interpretation: This is a legal play by team A. A2 has not yet established control of the ball in his frontcourt.

30-14 **Example:** Thrower-in A1 in his frontcourt passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands on the playing court with his left foot in his frontcourt and with his right foot still in the air. A2 then puts his right foot into his backcourt.

Interpretation: This is a backcourt violation by team A. Thrower-in A1 had already established team A control in his frontcourt.

30-15 **Example:** A1 dribbles in his frontcourt close to the centre line when B1 taps the ball into team A's backcourt. A1 with both feet still in his frontcourt continues to dribble in his backcourt.

Interpretation: This is a legal play by team A. A1 was not the last player touching the ball in his frontcourt. A1 could even continue his dribble completely into his backcourt with a new 8-second period.

30-16 **Example:** A1 in his backcourt passes the ball to A2. A2 jumps from his frontcourt, catches the ball while airborne and lands

(a) with both feet in his backcourt.

(b) touching the centre line.

(c) straddling the centre line.

Interpretation: In all cases, this is a backcourt violation by team A. A2 established team A's control in its frontcourt while airborne.

Article 31 Goaltending and Interference

31-1 **Statement:** When the ball is above the ring during a shot for a field goal or a free-throw attempt, it is interference if a player reaches through the basket from below and touches the ball.

31-2 **Example:** During A1's last free throw

(a) before the ball touches the ring,

(b) after the ball touches the ring and still has the chance to enter the basket,

B1 reaches through the basket from below and touches the ball.

Interpretation: In both cases, this is an interference violation by B1. A1 shall be awarded 1 point.

(a) B1 shall be charged with a technical foul.

(b) B1 shall not be charged with a technical foul.

31-3 **Statement:** When the ball is above the ring during a pass or after it touches the ring, it is interference if a player reaches through the basket from below and touches the ball.

31-4 **Example:** A1 passes the ball above the ring when B1 reaches through the basket from below and touches the ball.

Interpretation: This is an interference violation by B1. A1 shall be awarded 2 or 3 points.

31-5 **Statement:** The ball touches the ring on a last unsuccessful free throw. If the ball is then legally touched by any player before it enters the basket, the free-throw becomes a 2-point field goal.

31-6 **Example:** After A1's last free throw, the ball rebounds from the ring. B1 tries to tap the ball away but the ball enters the basket.

Interpretation: This is a legal play by B1 tapping the ball in his own basket. Team A's captain on the playing court shall be awarded 2 points.

31-7 **Statement:** After the ball touches the ring

- on a field goal attempt,
- on a last unsuccessful free throw,
- after the game clock signal sounds for the end of the quarter or overtime

and the ball still has the chance to enter the basket, a foul is called. It is a violation if any player then touches the ball.

31-8 **Example:** After A1's last free throw, the ball rebounds from the ring. During the rebound, B2 fouls A2. This is the third team B foul in the quarter. The ball still has the chance to enter the basket and is touched by

(a) A3.

(b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3.

(a) No point shall be awarded. Both throw-in penalties shall cancel each other. The game shall be resumed with an alternating possession throw-in from the endline nearest to where the foul occurred, except directly behind the backboard.

(b) A1 shall be awarded 1 point. As a result of B2's foul, the game shall be resumed with a team A throw-in from the endline nearest to where the foul occurred, except directly behind the backboard.

31-9 **Example:** After A1's last free throw, the ball rebounds from the ring. During the rebound, B2 fouls A2. This is the fifth team B foul in the quarter. The ball still has the chance to enter the basket and is touched by

(a) A3.

(b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3.

(a) No point shall be awarded. As a result of B2's foul, A2 shall attempt 2 free throws. The game shall continue as after any last free throw.

(b) A1 shall be awarded 1 point. As a result of B2's foul, A2 shall attempt 2 free throws. The game shall continue as after any last free throw.

31-10 **Example:** After A1's last free throw, the ball rebounds from the ring. During the rebound, A2 fouls B2. This is the fifth team A foul in the quarter. The ball still has the chance to enter the basket and is touched by

(a) A3.

(b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3.

(a) No point shall be awarded.

(b) A1 shall be awarded 1 point.

In both cases, as a result of A2's foul, B2 shall attempt 2 free throws. The game shall continue as after any last free throw.

31-11 **Example:** After A1's last free throw, the ball rebounds from the ring. During the rebound, a double foul occurs between B2 and A2. The ball still has the chance to enter the basket and is touched by

(a) A3.

(b) B3.

Interpretation: In both cases, this is an interference violation by A3 or B3. The foul shall be entered on the scoresheet on each offender.

(a) No point shall be awarded. The game shall be resumed with an alternating possession throw-in from the endline nearest to where the double foul occurred, except directly behind the backboard.

(b) A1 shall be awarded 1 point. The game shall be resumed with a team B throw-in from any place behind its endline as after any successful last free throw.

31-12 **Example:** A1 attempts a shot for a field goal. The ball rebounds from the ring and still has the chance to enter the basket when the game clock signal sounds for the end of the third quarter. The ball is then touched by

(a) A2. The ball enters the basket.

(b) B2. The ball enters the basket.

(c) A2. The ball does not enter the basket.

(d) B2. The ball does not enter the basket.

Interpretation: In all cases, this is an interference violation by A2 or B2. After the game clock signal sounds for the end of the quarter, no player shall touch the ball after it touches the ring and still has a chance to enter the basket.

(a) A1's field goal shall not count.

(b) A1's field goal shall count for 2 or 3 points.

(c) The quarter has ended.

(d) A1's field goal shall count for 2 or 3 points.

In all cases, the third quarter has ended. The game shall be resumed with an alternating possession throw-in from the centre line extended.

31-13 **Statement:** If, during a field goal attempt a player touches the ball on its flight to the basket, all restrictions related to goaltending and interference shall apply.

31-14 **Example:** A1 attempts a shot for a 2-point field goal. The ball on its upward flight is touched by A2 or B2. On its downward flight to the basket the ball is touched by

(a) A3.

(b) B3.

Interpretation: This is a legal play when A2 or B2 touch the ball on its upward flight. It is a goaltending violation only when A3 or B3 touch the ball on its downward flight.

(a) Team B shall be awarded a throw-in from the free-throw line extended.

(b) A1 shall be awarded 2 points.

31-15 **Example:** A1 attempts a shot for a field goal. The ball is touched by A2 or B2 at its highest point, above the level of the ring.

Interpretation: This is a legal play by A2 or B2. The ball is illegally touched only after it has reached its highest point and started its downward flight.

31-16 **Statement:** It is an interference violation if a player causes the backboard or the ring to vibrate in such a way that the ball, in the judgment of a referee, is prevented from entering the basket or is caused to enter the basket.

31-17 **Example:** A1 attempts a shot for a 3-point field goal close to the end of the game. The ball is in the air when the game clock signal sounds for the end of the game. After the signal, B1 causes the backboard or the ring to vibrate and therefore, in the judgment of the referee, the ball is prevented from entering the basket.

Interpretation: This is an interference violation by B1. Even after the game clock signal sounds for the end of the game, the ball remains live. A1 shall be awarded 3 points.

31-18 **Example:** A1 attempts a shot for a 3-point field goal close to the end of the game. The ball is in the air when the game clock signal sounds for the end of the game. After the signal, A2 causes the backboard or the ring to vibrate and therefore, in the judgment of the referee, the ball enters the basket.

Interpretation: This is an interference violation by A2. Even after the game clock signal sounds for the end of the game, the ball remains live. A1's field goal shall not count.

31-19 **Statement:** An interference violation is committed by a defensive or offensive player during a shot for a field goal when a player touches the basket (ring or net) or the backboard while the ball is in contact with the ring and still has a chance to enter the basket.

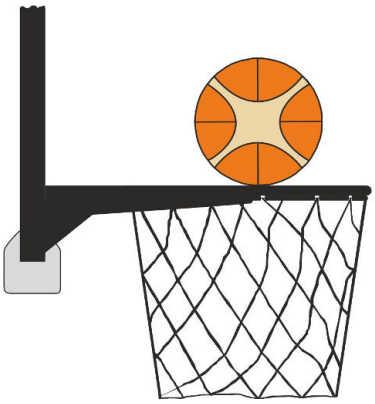


Diagram 3 Ball is in contact with the ring

31-20 **Example:** After A1's shot for a field goal, the ball rebounds from the ring and then lands on the ring. B1 touches the basket or backboard while the ball is on the ring.

Interpretation: This is an interference violation by B1. The interference restrictions apply as long as the ball has the chance to enter the basket.

31-21 **Example:** A1's shot for a field goal is on its downward flight and completely above the level of the ring when the ball is simultaneously touched by A2 and B2. The ball then

(a) enters the basket.

(b) does not enter the basket.

Interpretation: This is a goaltending violation by A2 and B2. In both cases, no points shall be awarded. This is a jump ball situation.

31-22 **Statement:** It is an interference violation if a player grasps the basket (ring or net) to play the ball.

31-23 **Example:** A1 attempts a shot for a field goal. The ball rebounds from the ring when

(a) A2 grasps the ring and taps the ball into the basket.

(b) A2 grasps the ring when the ball has the chance to enter the basket. The ball enters the basket.

(c) B2 grasps the ring and taps the ball away from the basket.

(d) B2 grasps the ring when the ball has the chance to enter the basket. The ball does not enter the basket.

Interpretation: In all cases, this is an interference violation by A2 or B2.

(a) and (b) No points shall be awarded. The game shall be resumed with a team B throw-in from the free-throw line extended.

(c) and (d) A1 shall be awarded 2 or 3 points. The game shall be resumed with a team B throw-in from its endline as after any successful field goal.

31-24 **Statement:** It is an interference violation if a defensive player touches the ball while the ball is within the basket.

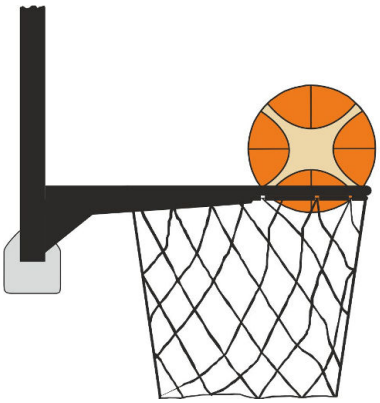


Diagram 4 Ball is within the basket

31-25 **Example:** A1 attempts a shot for a 2-point field goal. The ball turns around the ring with its slightest part within the basket when B1 touches the ball.

Interpretation: This is an interference violation by B1. The ball is within the basket when the slightest part of the ball is within and below the level of the ring. A1 shall be awarded 2 points.

Article 33 Contact: General principles

33-1 **Statement:** The cylinder principle applies to all players, regardless if they are defensive or offensive players.

33-2 **Example:** A1 is in the air on the shot for a 3-point field goal. A1 extends his leg which contacts his defensive player B1.

Interpretation: This is a foul by A1 for moving his leg outside the boundaries of his cylinder and contacting his defensive player B1.

33-3 **Statement:** The purpose of the no-charge semi-circle rule (Article 33.10) is to not reward a defensive player who takes a position under his own basket in an attempt to draw a charging foul on an offensive player who is in control of the ball and drives to the basket.

For the no-charge semi-circle the following criteria shall apply:

(a) The defensive player shall have one foot or both feet in contact with the semi-circle area (see Diagram 5). The semi-circle line is part of the semi-circle area.

(b) The offensive player shall drive to the basket over the semi-circle line and attempt a shot for a field goal or a pass while airborne.

The no-charge semi-circle rule criteria shall not apply and any contact shall be judged according to the regulations, e. g. cylinder principle, charge/block principle:

(a) For all play situations outside the no-charge semi-circle area, or for plays developing from the area between the semi-circle area and the endline.

(b) For all rebounding play situations when, after a shot for a field goal, the ball rebounds and illegal contact occurs.

(c) For any illegal use of the hands, arms, legs or body by either the offensive or defensive player.

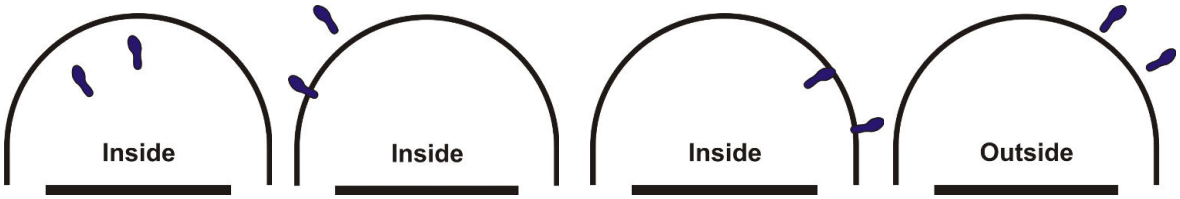


Diagram 5 Position of a player inside/outside the no-charge semi-circle area

33-4 **Example:** A1 attempts a jump shot that begins from outside the semi-circle area. A1 charges into B1 who is in contact with the semi-circle area.

Interpretation: This is a legal play by A1. The no-charge semi-circle rule shall apply.

33-5 **Example:** A1 dribbles along the endline and, after reaching the area behind the backboard, jumps diagonally or backwards on to the playing court. A1 charges into B1 who is in a legal guarding position in contact with the semi-circle area.

Interpretation: This is an offensive foul by A1. The no-charge semi-circle rule shall not apply. A1 entered the no-charge semi-circle area from the playing court directly behind the backboard and its extended imaginary line.

33-6 **Example:** A1's shot for a field goal rebounds from the ring. A2 jumps, catches the ball and then charges into B1, who is in a legal guarding position in contact with the semi-circle area.

Interpretation: This is an offensive foul by A2. The no-charge semi-circle rule shall not apply.

33-7 **Example:** A1 drives to the basket in his act of shooting. Instead of completing his shot for a field goal, A1 passes the ball to A2 who is directly following him. A1 then charges into B1 who is in contact with the no-charge semi-circle area. At approximately the same time, A2 with the ball in his hands is on a direct drive to the basket in his attempt to score.

Interpretation: This is an offensive foul by A1. The no-charge semi-circle rule shall not apply. A1 illegally uses his body to clear the way for A2 to the basket.

33-8 **Example:** A1 drives to the basket in his act of shooting. While airborne, instead of completing the shot for a field goal, A1 passes the ball to A2 who is standing in the corner of the playing court. A1 then charges into B1 who is in contact with the no-charge semi-circle area.

Interpretation: This is a legal play by A1. The no-charge semi-circle rule shall apply.

33-9 **Statement:** A personal foul is a player's illegal contact with an opponent. The player causing the illegal contact with the opponent shall be penalised accordingly.

33-10 **Example:** A1 attempts a shot for a field goal. B1 pushes his team-mate B2 who then causes an illegal contact with A1 in his act of shooting. The ball enters the basket.

Interpretation: A1 shall be awarded 2 or 3 points. B2 has contacted A1 and shall be charged with the foul. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

Article 35 Double foul

35-1 **Statement:** A foul may be personal, unsportsmanlike, disqualifying or technical. To be considered as a double foul, both fouls must be player's fouls and must be in the same category, either both are personal fouls or both are any combination of unsportsmanlike and disqualifying fouls. The double foul must involve physical contact, therefore technical fouls are not a part of a double foul as they are non-contact fouls.

If both fouls, occurred at approximately the same time, are not of the same category (personal or unsportsmanlike/disqualifying), it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first and the unsportsmanlike/disqualifying fouls as having occurred second.

35-2 **Example:** A1 dribbles when A2 and B2 are charged with technical fouls.

Interpretation: Technical fouls are not part of a double foul. The penalties shall cancel each other. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the first technical foul occurred. Team A shall have the time remaining on the shot clock.

35-3 **Example:** Dribbler A1 and B1 foul each other at approximately the same time. This is the second team A foul and the fifth team B foul in the quarter.

Interpretation: Both fouls are of the same category (personal fouls), therefore it is a double foul. The different number of team fouls in the quarter is not relevant. The game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

35-4 **Example:** A1, with the ball still in his hands in his act of shooting, and B1 are charged with personal fouls committed on each other at approximately the same time.

Interpretation: Both fouls are of the same category (personal fouls), therefore it is a double foul. If A1's shot is successful, the field goal shall not count. The game shall be resumed with a team A throw-in from the free throw line extended. If A1's shot is unsuccessful the game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

35-5 **Example:** A1's shot for a field goal is in the air when A1 and B1 are charged with a personal foul committed on each other at approximately the same time.

Interpretation: Both A1's and B1's fouls are of the same category (personal fouls), therefore it is a double foul.

If the ball enters the basket, A1's field goal shall count. The game shall be resumed with a team B throw-in from the endline as after any successful field goal.

If the ball does not enter the basket, this is a jump ball situation. The game shall be resumed with an alternating possession throw-in.

35-6 **Example:** Team A has 2 team fouls and team B has 3 team fouls in the quarter. Then

(a) while A2 dribbles, A1 and B1 are pushing each other at the post position.

(b) during a rebound, A1 and B1 are pushing each other.

(c) while A1 is receiving a pass from A2, A1 and B1 are pushing each other.

Interpretation: In all cases, this is a double foul. The game shall be resumed with

(a) and (c) a team A throw-in from the place nearest to where the double foul occurred.

(b) an alternating possession throw-in.

35-7 **Example:** B1 is charged with a personal foul for pushing dribbler A1. This is the third team B foul in the quarter. A1 is at approximately the same time charged with an unsportsmanlike foul for hitting B1 with his elbow.

Interpretation: The two fouls are not of the same category (personal and unsportsmanlike), therefore it is not a double foul. The penalties shall not cancel each other. The throw-in penalty for team A shall be cancelled as there is a further foul penalty to be administered. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

35-8 **Example:** B1 is charged with a personal foul for pushing dribbler A1. This is the fifth team B foul in the quarter. At approximately the same time A1 charged with an unsportsmanlike foul for hitting B1 with his elbow.

Interpretation: The two fouls are not of the same category (personal and unsportsmanlike), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. A1 shall attempt 2 free throws with no line-up. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

35-9 **Example:** Dribbler A1 is charged with an offensive personal foul on B1. This is the fifth team A foul in the quarter. At approximately the same time B1 is charged with an unsportsmanlike foul for hitting A1 with his elbow.

Interpretation: The two fouls are not of the same category (personal and unsportsmanlike), therefore it is not a double foul. The penalties shall not cancel each other. The personal foul shall always be considered as having occurred first. The throw-in penalty for team B shall be cancelled as there is a further foul penalty to be administered. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

35-10 **Example:** A1 dribbles when A1 and B1 are charged with a foul committed on each other at approximately the same time.

(a) Both fouls are unsportsmanlike fouls.

(b) A1's foul is an unsportsmanlike foul and B1's foul is a disqualifying foul.

(c) A1's foul is a disqualifying foul and B1's foul is an unsportsmanlike foul.

Interpretation: In all cases, the two fouls are of the same category (unsportsmanlike/disqualifying fouls), therefore it is a double foul. The game shall be resumed with a team A throw-in from the place nearest to where the double foul occurred. Team A shall have the time remaining on the shot clock.

Article 36 Technical foul

36-1 **Statement:** An official warning is given to a player for an action or behaviour which, if repeated, may lead to a technical foul. That warning shall also be communicated to the head coach of that team and shall apply to any member of that team for any similar actions for the remainder of the game. An official warning shall be given only when the ball becomes dead and the game clock is stopped.

36-2 **Example:** A1 is given a warning for interfering with a throw-in or for any other action which, if repeated, may lead to a technical foul.

Interpretation: A1's warning shall also be communicated to the team A head coach and shall apply to all team A members for similar actions, for the remainder of the game.

36-3 **Statement:** While a player is in the act of shooting, opponents shall not be permitted to disconcert that player by actions such as placing hand(s) close to the shooter's eyes, shouting loudly, stamping feet heavily or clapping hands close to the shooter. To do so may result in a technical foul if the shooter is disadvantaged by the action, or a warning may be given if the shooter is not disadvantaged.

36-4 **Example:** A1 is in his act of shooting for a field goal with the ball still in his hand(s) when B1 distracts A1 by shouting loudly or stamping his feet heavily on the playing court. A1's shot for a field goal is

(a) successful.

(b) unsuccessful.

Interpretation:

(a) A1's field goal shall count. B1 shall be given a warning, which shall also be communicated to the team B head coach. If any team B member had already been given a warning for similar behaviour, B1 shall be charged with a technical foul. The game shall be resumed with a team B throw-on from its endline.

(b) B1 shall be charged with a technical foul. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred.

36-5 **Statement:** If the referees discover that more than 5 players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.

Assuming that the referees and the table officials are doing their job correctly, 1 player must have re-entered or remained on the playing court illegally. The referees must therefore order 1 player to leave the playing court immediately and charge a technical foul on the head coach of that team, entered as 'B_1'. The head coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

36-6 **Example:** With the game clock running, team A has more than 5 players on the playing court. When it is discovered

(a) team B (with 5 players)

(b) team A (with more than 5 players)

has control of the ball.

Interpretation:

(a) The game shall be stopped immediately unless team B is placed at a disadvantage.

(b) The game shall be stopped immediately.

In both cases, the player who re-entered (or remained in) the game illegally must be removed from the game. The team A head coach shall be charged with a technical foul, entered as 'B_1'.

36-7 **Statement:** It is discovered that a team is illegally participating with more than 5 players. Until it is recognised by the referees, all points scored by any player shall remain valid. All fouls committed by any player shall remain valid and shall be considered as player's fouls.

36-8 **Example:** With the game clock running, team A has 6 players on the playing court. This is discovered after

(a) A1 is charged with an offensive foul.

(b) A1 scores a field goal.

(c) B1 fouls A1 during his unsuccessful shot for a field goal.

(d) team A's sixth player has left the playing court.

Interpretation:

(a) A1's foul is a player foul.

(b) A1's field goal shall count.

(c) A1 shall attempt 2 or 3 free throws.

(a), (b) and (c) The team A sixth player must leave the playing court. In all cases, the team A head coach shall be charged with a technical foul, entered as 'B_1'.

(d) The team A head coach shall be charged with a technical foul, entered as 'B_1'.

36-9 **Statement:** After being notified of no longer being entitled to participate because of a fifth foul, a player re-enters the game. The illegal participation shall be penalised immediately upon discovery, without placing the opponents at a disadvantage.

36-10 **Example:** After B1 is charged with his fifth foul, he is notified of no longer being entitled to participate. B1 later re-enters the game as a substitute. B1's illegal participation is discovered before

(a) the ball became live to resume the game

or after

(b) the ball became live again while team A is in control of the ball.

(c) the ball became live again while team B is in control of the ball.

(d) the ball became dead again after B1 re-entered the game.

Interpretation:

(a) B1 shall be removed from the game immediately.

(b) The game shall be stopped immediately unless team A is placed at a disadvantage. B1 shall be removed from the game.

(c) and (d) The game shall be stopped immediately. B1 shall be removed from the game.

In all cases, the team B head coach shall be charged with a technical foul, entered as 'B_1'.

36-11 **Statement:** After being notified of his fifth foul, a player re-enters the game. Until his illegal participation is discovered, all points scored by that player shall remain valid. All opponents' fouls committed on that player shall remain valid. All foul(s) committed by that player shall remain valid and shall be considered as player's fouls.

36-12 **Example:** After being charged with his fifth foul, A1 is notified of no longer being entitled to participate. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after

(a) A1 scores a field goal.

(b) A1 fouls B1.

(c) B1 fouls dribbler A1. This is the fifth team B foul in the quarter.

Interpretation:

(a) A1's field goal shall count.

(b) A1's foul is a player foul. It shall be entered on the scoresheet in the space after his fifth foul.

(c) A1's substitute shall attempt 2 free throws.

In all cases, the team A head coach shall be charged with a technical foul, entered as 'B_1'.

36-13 **Statement:** After not being notified of his fifth foul, a player remains in or re-enters the game. That player shall be removed from the game as soon as his illegal participation is discovered, without placing the opponents at a disadvantage.

No penalty shall be applied on that player's illegal participation. Until his illegal participation is discovered, all points scored by that player shall remain valid. All opponents' fouls committed on that player shall remain valid. All foul(s) committed by that player shall remain valid and shall be considered as player's fouls.

36-14 **Example:** A1 fouls B1. A6 requests a substitution for A1. A6 enters the game. The referees fail to notify A1 that the foul is his fifth foul. A1 later re-enters the game as a substitute. A1's illegal participation is discovered after the game clock has started when

(a) A1 scores a field goal.

(b) A1 fouls B1.

(c) B1 fouls A1 during his unsuccessful shot for a field goal.

Interpretation:

No penalty shall be applied on A1's illegal participation. The game shall be stopped without placing team B at a disadvantage. A1 shall be substituted immediately.

(a) A1's field goal shall count.

(b) A1's foul is a player foul. It shall be penalised accordingly and entered on the scoresheet in the space after his fifth foul.

(c) A1's substitute shall attempt 2 or 3 free throws.

36-15 **Example:** Nine minutes before the beginning of the game, A1 is charged with a technical foul. The team B head coach designates B6 to attempt 1 free throw, however B6 is not one of the team B starting 5 players.

Interpretation: One of team B starting 5 players must attempt the free throw with no line-up. A substitution shall not be granted before playing time begins.

36-16 **Statement:** Whenever a player fakes a foul, the following procedure shall apply:

- Without stopping the game, the referee signals the fake by showing twice the 'raise-the-lower-arm' signal.
- As soon as the game is stopped, a warning shall be communicated to the player and the head coach of this team. Both teams are each entitled to 1 warning.
- The next time any player of this team fakes a foul, a technical foul shall be called. This applies also if the game was not stopped to communicate the earlier warning to any player or head coach of that team.
- If an excessive fake without any contact occurs, a technical foul may be called immediately without a warning being given.

36-17 **Example:** B1 defends dribbler A1. A1 makes a sudden move with his head trying to give an impression he was fouled by B1. Later in the game, within the same game clock running period, A1 falls on the playing court trying to give an impression he was pushed by B1.

Interpretation: The referee gave a warning to A1 for his first fake with the head, showing him twice the 'raise-the-lower-arm' signal. A1 shall be charged with a technical foul for his second fake by falling on the playing court, even though the game was not stopped to communicate the warning for A1's first fake to either A1 or to the team A head coach.

36-18 **Example:** B1 defends dribbler A1. A1 makes a sudden move with his head trying to give an impression he was fouled by B1. Later in the game, within the same game clock running period, B2 falls on the playing court trying to give an impression he was pushed by A2.

Interpretation: The referee gives the first warnings to both A1 and B2 for their fakes by showing them twice the 'raise-the-lower-arm' signal. The warnings shall be communicated to A1, B2 and both teams' head coaches, when the game clock shall be stopped.

36-19 **Example:** A1 dribbles and contacts B1 on the torso in his legal guarding position. At the same time, B1 makes an exaggerated move trying to give an impression he was fouled by A1.

Interpretation: The referee shall give a warning, showing him twice the 'raise-the-lower-arm' signal, to B1 for faking the foul. When the game is next stopped and the ball is dead, the warning shall be also communicated to his head coach and it shall apply also to any member of his team.

36-20 **Statement:** Serious injury may occur by excessive swinging of elbows, especially in rebounding and closely guarded player situations. If such actions result in contact, then a personal, unsportsmanlike or even disqualifying foul may be called. If the actions do not result in contact, a technical foul may be called.

36-21 **Example:** A1 rebounds the ball and is immediately closely guarded by B1. Without contacting B1, A1 excessively swings his elbows to intimidate B1 or to clear enough space for him to pivot, pass or dribble.

Interpretation: A1's action does not conform to the spirit and intent of the rules. A1 may be charged with a technical foul.

36-22 **Statement:** A player shall be disqualified when he is charged with 2 technical fouls.

36-23 **Example:** In the first half, A1 is charged with his first technical foul for hanging on the ring. In the second half, A1 is charged with a second technical foul for his unsportsmanlike behaviour.

Interpretation: A1 shall be disqualified automatically. Only A1's second technical foul is to be penalised and no additional penalty for his disqualification shall be administered. The scorer must notify a referee immediately when A1 is charged with 2 technical fouls and that he should be disqualified.

36-24 **Statement:** After being charged with his fifth personal, technical or unsportsmanlike foul, a player becomes an excluded player. After his fifth foul, any further technical fouls on him shall be charged on his head coach, entered as 'B_1'.

The excluded player is not a disqualified player and may stay in his team bench area.

36-25 **Example:** In the first quarter, B1 is charged with a technical foul. In the fourth quarter, B1 is charged with his fifth foul. This is the second team B foul in the quarter. While going to his team bench, B1 is assessed a technical foul.

Interpretation: With his fifth foul B1 became an excluded player. Any further technical fouls by B1 shall be charged on his head coach, entered as 'B_1'. B1 is not disqualified. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred.

36-26 **Example:** In the third quarter, B1 is charged with an unsportsmanlike foul. In the fourth quarter, B1 fouls dribbler A1. This is B1's fifth foul and the third team B foul in the quarter. While going to his team bench, B1 is assessed a technical foul.

Interpretation: With his fifth foul B1 became an excluded player. Any further technical fouls by B1 shall be charged on his head coach, entered as 'B_1'. B1 is not disqualified. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's foul occurred.

36-27 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the second team B foul in the quarter. While going to his team bench, B1 is assessed a disqualifying foul.

Interpretation: B1 is disqualified and shall go to his dressing room or, if he wishes, he shall leave the building. B1's disqualifying foul shall be entered on the scoresheet on B1 as 'D' in the space after his fifth foul and on the team B head coach as 'B_2'. Any team A player shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-28 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the fifth team B foul in the quarter. While going to his team bench, B1 is assessed a disqualifying foul.

Interpretation: B1 is disqualified and shall go to his dressing room or, if he wishes, he shall leave the building. B1's disqualifying foul shall be entered on the scoresheet on B1 as 'D' and on the team B head coach as 'B_2'. A1 shall attempt 2 free throws with no line-up. Any team A player then shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

36-29 **Statement:** A player shall be disqualified when he is charged with 1 technical and 1 unsportsmanlike foul.

36-30 **Example:** In the first half, A1 is charged with a technical foul for delaying the game. In the second half, A1 is charged with an unsportsmanlike foul for a hard contact on B1.

Interpretation: A1 shall be disqualified automatically. Only A1's unsportsmanlike foul is to be penalised and no additional penalty for A1's disqualification shall be administered. The scorer must notify a referee immediately when a player is charged with 1 technical foul and 1 unsportsmanlike foul and that he should be disqualified automatically. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

36-31 **Example:** In the first half, A1 is charged with an unsportsmanlike foul for an unnecessary contact in stopping the progress of the offensive team in transition. In the second half, A2 dribbles in his backcourt when A1 is charged with a technical foul for faking being fouled away from the ball.

Interpretation: A1 shall be disqualified automatically. Only A1's technical foul is to be penalised and no additional penalty for A1's disqualification shall be administered. The scorer must notify a referee immediately when a player is charged with 1 unsportsmanlike foul and 1 technical foul and that he should be disqualified automatically. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul was called. Team A shall have the time remaining on the shot clock.

36-32 **Statement:** A player head coach shall be disqualified if he was charged with the following fouls:

- 2 technical fouls as a player.
- 2 unsportsmanlike fouls as a player.
- 1 unsportsmanlike foul and 1 technical foul as a player.
- 1 technical foul as a head coach, entered as 'C_1' and 1 unsportsmanlike or technical foul as a player.
- 1 technical foul as a head coach, entered as 'B_1' or 'B_2', 1 technical foul as a head coach, entered as 'C_1' and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a head coach, entered as 'B_1' or 'B_2' and 1 unsportsmanlike or technical foul as a player.
- 2 technical fouls as a head coach, entered as 'C_1'.
- 1 technical foul as a head coach, entered as 'C_1' and 2 technical fouls as a head coach, entered as 'B_1' or 'B_2'.
- 3 technical fouls as a head coach, entered as 'B_1' or 'B_2'.

36-33 **Example:** In the first quarter, player head coach A1 is charged with a technical foul for faking a foul as a player. In the fourth quarter, A2 dribbles when player head coach A1 is charged with a technical foul for his personal unsportsmanlike behaviour as a head coach, entered as 'C_1'.

Interpretation: Player head coach A1 shall be disqualified automatically. Only his second technical foul is to be penalised and no additional penalty for his disqualification shall be administered. The scorer must notify a referee immediately when player head coach A1 is charged with 1 technical foul as a player and then 1 personal technical foul as a head coach and that he should be disqualified automatically. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A1's technical foul occurred. Team A shall have the time remaining on the shot clock.

36-34 **Example:** In the second quarter, player head coach A1 is charged with an unsportsmanlike foul on B1 as a player. In the third quarter, player head coach A1 is charged with a technical foul for an unsportsmanlike behaviour of his physiotherapist, entered as 'B_1'. In the fourth quarter, A2 dribbles when A6 is charged with a technical foul. A6's technical foul shall be entered on player head coach A1 as 'B_1'.

Interpretation: Player head coach A1 shall be disqualified automatically. Only his second technical foul (for A6's technical foul) is to be penalised and no additional penalty for his disqualification shall be administered. The scorer must notify a referee immediately when player head coach A1 is charged with 1 unsportsmanlike foul as a player and then charged with 2 technical fouls of his team bench personnel as a head coach and that he should be disqualified automatically. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when A6's technical foul occurred. Team A shall have the time remaining on the shot clock.

36-35 **Example:** In the second quarter, player head coach A1 is charged with a technical foul for his personal unsportsmanlike behaviour as a head coach, entered as 'C_1'. In the fourth quarter, player head coach A1 is charged with an unsportsmanlike foul on B1 as a player.

Interpretation: Player head coach A1 shall be disqualified automatically. Only his unsportsmanlike foul is to be penalised and no additional penalty for his disqualification shall be administered. The scorer must notify a referee immediately when player head coach A1 is charged with 1 personal technical foul as a head coach and then 1 unsportsmanlike foul as a player and that he should be disqualified automatically. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

36-36 **Example:** Player head coach A1 is a player when substitute A6 is charged with a technical foul.

Interpretation: The technical foul as a result of the unsportsmanlike behaviour of other persons permitted to sit on the team bench is charged to the player head coach, even if there is a first assistant coach entered on the scoresheet.

36-37 **Example:** During an interval of play
(a) substitute A6
(b) player head coach A1
(c) team A doctor
is charged with a technical foul.

Interpretation: The technical foul is charged to
(a) A6,
(b) A1 as a player,

(c) A1 as a player head coach,
even if there is a first assistant coach entered on the scoresheet.

36-38 **Statement:** When the game clock shows 2:00 or less in the fourth quarter and in each overtime, and there is a throw-in to be administered with a player defending the thrower-in, the following procedure shall apply:

- The referees shall use an 'illegal boundary line crossing' signal as a warning before handing the ball to the thrower-in.
- If the defensive player then moves any part of his body over the boundary line to interfere with the throw-in, a technical foul shall be called without further warning.

The same procedure shall also be applied after a successful field goal and last successful free throw, when the ball is not handled by the referee or handed to the thrower-in by the referee.

36-39 **Example:** With 1:08 on the game clock in the fourth quarter and with 11 seconds on the shot clock, A1 has the ball in his hands for a throw-in from the sideline in its frontcourt. B1 moves his hand(s) over the boundary line to block A1's throw-in.

Interpretation: As the referee gave a warning before he handed the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have 14 seconds on the shot clock.

36-40 **Example:** With 1:06 on the game clock in the fourth quarter and with 21 seconds on the shot clock, A1 has the ball in his hands for a throw-in from the sideline in its backcourt. B1 moves his hand(s) over the boundary line to block A1's throw-in.

Interpretation: As the referee has given a warning before he handed the ball to A1, B1 shall be charged with a technical foul for interfering with the throw-in. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located, when the technical foul occurred. Team A shall have 24 seconds on the shot clock.

36-41 **Statement:** When a technical foul is called, the free-throw penalty shall be administered immediately with no line-up. After the free throw the game shall be resumed from the place nearest to where the ball was located when the technical foul occurred.

36-42 **Example:** With 21 seconds on the shot clock, A1 dribbles in his backcourt when B1 is charged with a technical foul.

Interpretation: Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred. Team A shall have a new 8-second period and 24 seconds on the shot clock.

36-43 **Example:** With 21 seconds on the shot clock, A1 dribbles in his backcourt when A2 is charged with a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when

the technical foul occurred. Team A shall have 5 seconds to move the ball to his frontcourt. Team A shall have 21 seconds on the shot clock.

36-44 **Example:** B1 fouls A1 on his attempt for a 2-point field goal. The ball does not enter the basket. Before A1's first of 2 free throws, A2 is charged with a technical foul.

Interpretation: Any team B player or substitute shall attempt 1 free throw with no line-up. A1 shall then attempt 2 free throws. The game shall be resumed as after any last free throw.

36-45 **Example:** B1 fouls A1 on his attempt for a 2-point field goal. The ball does not enter the basket. After A1's first of 2 free throws, A2 is charged with a technical foul.

Interpretation: Any team B player shall attempt 1 free throw with no line-up.

A1 shall then attempt his second free throw. The game shall be resumed as after any last free throw.

36-46 **Example:** During a time-out, A2 is charged with a technical foul.

Interpretation: The time-out shall be completed. After the time-out, any team B player or substitute shall attempt 1 free throw with no line-up. The game shall be resumed from the place nearest to where the game was stopped before the time-out.

36-47 **Example:** A1's shot for a field goal is in the air when a technical foul is called on

(a) B1.

(b) A2.

Interpretation: After the free throw by

(a) any team A player for B1's technical foul,

(b) any team B player for A2's technical foul,

if A1's shot entered the basket, the field goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.

If A1's shot did not enter the basket, the game shall be resumed with an alternating possession throw-in.

36-48 **Example:** A1's shot for a field goal is in the air when a technical foul is called on the doctor of

(a) team B.

(b) team A.

Interpretation: After the administration of the free throw by

(a) any team A player for the team B doctor's technical foul,

(b) any team B player for the team A doctor's technical foul,

If A1's shot entered the basket, the field goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.

If A1's shot did not enter the basket, the game shall be resumed with an alternating possession throw-in.

36-49 **Example:** A1 has the ball in his hands during his act of shooting when a technical foul is called on

(a) B1 or team B doctor.

(b) A2 or team A doctor.

Interpretation: After the administration of the free throw by

(a) any team A player for B1's or team B doctor's technical foul:

- If A1's shot entered the basket, the field goal shall count. The game shall be resumed with a team B throw-in from any place behind the endline.
- If A1's shot did not enter the basket, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred.

(b) any team B player for A2's or team A doctor's technical foul:

- If A1's shot entered the basket, the field goal shall not count. The game shall be resumed with a team A throw-in from the free-throw line extended.
- If A1's shot did not enter the basket, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the technical foul occurred.

Article 37 Unsportsmanlike foul

37-1 **Statement:** The game clock shows 2:00 or less in the fourth quarter and in each overtime, and the ball is out-of-bounds for a throw-in still in the hands of the referee or already at the disposal of the thrower-in. If at this time a defensive player on the playing court contacts a player of the offensive team on the playing court and a foul is called, it is an unsportsmanlike foul.

37-2 **Example:** With 51 seconds on the game clock in the fourth quarter, thrower-in A1 has the ball in his hands or at his disposal when B2 contacts A2 on the playing court. B2 is charged with a foul on A2.

Interpretation: B2 obviously made no effort to play the ball and attempted to gain an advantage by not allowing the game clock to restart. B2 shall be charged with an unsportsmanlike foul without a warning being given. A2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

37-3 **Example:** With 53 seconds on the game clock in the fourth quarter, thrower-in A1 has the ball in his hands or at his disposal when A2 contacts B2 on the playing court. A foul is called on A2.

Interpretation: A2 did not gain an advantage by being charged with a foul. A2 shall be charged with a personal foul unless there is hard contact called as an unsportsmanlike or disqualifying foul. The game shall be resumed with a team B throw-in from the place nearest to where the foul occurred.

37-4 **Statement:** The game clock shows 2:00 or less in the fourth quarter and in each overtime, and the ball has left the hands of the thrower-in. A defensive player, in order to prevent the restart of the game clock, contacts an offensive player who has received or is just about to receive the ball on the playing court. If such contact is a legitimate attempt to directly play the ball, the contact should be called as a personal foul, unless there is hard contact called as an unsportsmanlike or disqualifying foul.

37-5 **Example:** With 1:04 on the game clock in the fourth quarter and with the score A 83 – B 80, the ball has left A1's hands on a throw-in, when B2 contacts A2 on the playing court who is about to receive the ball. A foul is called on B2. This is the second team B foul in the quarter.

Interpretation: B2 shall be charged with a personal foul, unless B2's contact is not a legitimate attempt to directly play the ball or the severity of B2's contact requires an unsportsmanlike or disqualifying foul to be called. The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred.

37-6 **Example:** With 1:02 on the game clock in the fourth quarter and with the score A 83 – B 80, the ball has left A1's hands on a throw-in, when A2 contacts B2 on the playing court. A2 is charged with a foul on B2.

Interpretation: A2 did not gain an advantage by being charged with a foul. A2 shall be charged with a personal foul on B2 unless there is hard contact to be called as an unsportsmanlike or disqualifying foul. The game shall be resumed with a team B throw-in from the place nearest to where the foul occurred.

37-7 **Example:** With 1:00 on the game clock in the fourth quarter and with the score A 83 – B 80, the ball has left A1's hands on a throw-in, when B2 contacts A2 in a different area of the playing court to where the throw-in is administered. B2 is charged with a foul on A2.

Interpretation: B2 obviously made no effort to play the ball and attempted to gain an advantage by not allowing the game clock to restart. B2 shall be charged with an unsportsmanlike foul without a warning being given. A2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

37-8 **Statement:** Any illegal contact by the player from behind or laterally on an opponent, who is progressing towards the opponents' basket and with no opponent players between the progressing player, the ball and the basket shall be called as an unsportsmanlike foul until the offensive player begins his act of shooting. However, any contact not legitimately attempting to directly play the ball or any excessive, hard contact may be called as an unsportsmanlike foul at any time during the game.

37-9 **Example:** A1 dribbles to the basket on a fast break and there is no opponent player between A1 and the opponents' basket. B1 contacts A1 illegally from behind and a foul on B1 is called.

Interpretation: This is an unsportsmanlike foul by B1.

37-10 **Example:** Finishing his fast break and before A1 has the ball in his hands to begin his act of shooting, B1 contacts A1's arm from behind

(a) trying to steal the ball.

(b) with an excessive hard contact.

Interpretation: In both cases, this is an unsportsmanlike foul by B1.

37-11 **Example:** Finishing his fast break, A1 has the ball in his hands in his act of shooting when B1 contacts A1's arm from behind

(a) trying to block the ball.

(b) with an excessive hard contact.

Interpretation:

(a) This is a personal foul by B1.

(b) This is an unsportsmanlike foul by B1.

37-12 **Example:** A1 dribbles in his frontcourt when B1 taps the ball out of A1's hands into the team B frontcourt. Before B1 gains control of the ball, A1 pushes him from behind to stop the fast break. There is no opponent player between B1 and the ball and the opponents' basket.

Interpretation: This is an unsportsmanlike foul by A1.

37-13 **Statement:** An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition, independent from the location of the ball, shall be called as an unsportsmanlike foul until the offensive player begins his act of shooting.

Any other criteria of an unsportsmanlike foul, such as not legitimately attempting to directly play the ball within the spirit and intent of the rules or an unnecessary contact caused by the defensive player in order to stop the progress of the defensive team in the transition, may be called as an unsportsmanlike foul at any time during the game.

37-14 **Example:** A1 passes the ball from his backcourt to A2 who is in his frontcourt on a clear path to the basket, with no opponent player between him and the basket. A2 jumps in the air and before he can catch the ball, he is pushed with both hands by B1 on his torso.

Interpretation: This is an unsportsmanlike foul by B1 for his contact not to directly play the ball in order to stop the progress of the offensive team in transition.

37-15 **Example:** A1 passes the ball from his backcourt to A2 who is in his frontcourt on a clear path to the basket, with no opponent player between him and the basket. B1 illegally contacts A2 with both hands when the ball is still in the air and behind B1.

Interpretation: This is an unsportsmanlike foul by B1 for his contact not to directly play the ball in order to stop the progress of the offensive team in transition.

37-16 **Statement:** After a player is charged with his fifth personal foul, he becomes an excluded player. Any further technical or disqualifying foul or unsportsmanlike behaviour foul on this player shall be entered on the head coach as 'B' and penalised accordingly.

37-17 **Example:** B1 fouls dribbler A1. This is B1's fifth personal foul and the second team B foul in the quarter. While going to his team bench, B1 pushes A2.

Interpretation: With his fifth foul, B1 became an excluded player. B1's unsportsmanlike behaviour shall be charged as a technical foul on the team B head coach, entered as 'B_1'. Any team A player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the place nearest to where the ball was located when B1's unsportsmanlike behaviour occurred.

37-18 **Example:** A1 fouls B1, this is A1's fifth foul. This is the third team A foul in the quarter. While going to his team bench, A1 is assessed a technical foul for verbally abusing a referee.

Interpretation: With his fifth foul, A1 became an excluded player. A1's technical foul shall be charged on the team A head coach, entered as 'B_1'. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where A1's personal foul occurred.

37-19 **Example:** A1 fouls B1. This is A1's fifth foul and the second team A foul in the quarter. While going to his team bench, A1 pushes B1. B1 now pushes A1. B1 is charged with an unsportsmanlike foul.

Interpretation: With his fifth foul, A1 became an excluded player. A1's unsportsmanlike behaviour shall be charged as a technical foul on the team A head coach, entered as 'B_1'. B1's unsportsmanlike foul shall be charged on him, entered as 'U_2'. Any team B player shall attempt 1 free throw with no line-up. The substitute for A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

Article 38 Disqualifying foul

38-1 **Statement:** Any disqualified person is no longer a person permitted to sit on his team bench. Therefore, he may no longer be penalised for any unsportsmanlike behaviour.

38-2 **Example:** A1 is disqualified for his flagrant unsportsmanlike behaviour. A1 leaves the playing court and verbally abuses a referee.

Interpretation: A1 is already disqualified and may no longer be penalised for his verbal abuses. The referee or the commissioner, if present, shall send a report describing the incident to the organising body of the competition.

38-3 **Statement:** When a player is disqualified for a flagrant unsportsmanlike behaviour, the penalty is the same as for any other disqualifying foul.

38-4 **Example:** A1 commits a travelling violation. Frustrated, he verbally abuses a referee. A1 is charged with a disqualifying foul.

Interpretation: A1 becomes a disqualified player. A1's disqualifying foul is charged on him, entered as 'D_2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

38-5 **Statement:** When the head coach is charged with a disqualifying foul, it shall be entered as 'D_2'.

When any other person permitted to sit on his team bench is disqualified, the head coach shall be charged with a technical foul, entered as 'B_2'. The penalty shall be the same as for any other disqualifying foul.

38-6 **Example:** A1 is charged with his fifth personal foul. This is the second team A foul in the quarter. While going to his team bench, A1 verbally abuses a referee. A1 is assessed with a disqualifying foul.

Interpretation: With his fifth personal foul, A1 became an excluded player. A1 became a disqualified excluded player for verbally abusing a referee. A1's disqualifying foul shall be entered on the scoresheet on A1 as 'D' and on the team A head coach, as 'B_2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

38-7 **Example:** A1 is charged with his fifth personal foul. This is the second team A foul in the quarter. While going to his team bench, A1 punches B2 in his face. A1 is assessed with a disqualifying foul.

Interpretation: With his fifth personal foul, A1 became an excluded player. A1 became a disqualified excluded player for punching B2. A1's disqualifying foul shall be entered on the scoresheet on A1 as 'D' and on the team A head coach, as 'B_2'. B2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

38-8 **Statement:** A disqualifying foul is any flagrant unsportsmanlike action by a player or a person permitted to sit on his team bench. The disqualifying foul can be a result of their actions

- directed towards a person from the opposing team, referees, table officials and commissioner.
- directed against any member of his own team.
- for intentionally damaging game equipment.

38-9 **Example:** The following flagrant unsportsmanlike actions may occur:

(a) A1 punches his team-mate A2.

(b) A1 leaves the playing court and punches a spectator.

(c) A6 in his team bench area punches his team-mate A7.

(d) A6 hits the scorer's table and damages the shot clock.

Interpretation:

(a) and (b) A1 shall be disqualified. A1's disqualifying foul shall be charged on him, entered as 'D_2'.

(c) and (d) A6 shall be disqualified. A6's disqualifying foul shall be assessed on him entered as 'D' and charged on his head coach, entered as 'B_2'.

Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

38-10 **Statement:** If a player is disqualified and on the way to his dressing room acts in a manner that is consistent with an unsportsmanlike or disqualifying foul, these additional actions shall not be penalised and shall only be reported to the governing body of the competition.

38-11 **Example:** A1 is charged with a disqualifying foul for verbally abusing a referee. On the way to his dressing room

(a) A1 pushes B1 in a manner that is consistent with an unsportsmanlike foul.

(b) A1 punches B1 in a manner that is consistent with a disqualifying foul.

Interpretation: After A1 is disqualified, his additional foul cannot be charged and penalised. A1's action shall be reported by the crew chief or commissioner, if present, to the governing body of the competition.

In both cases, team B shall be awarded 2 free throws with no line-up for A1's disqualifying foul. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

Article 39 Fighting

39-1 **Statement:** If after a fight all penalties have cancelled each other, the team which was in the control of the ball or was entitled to the ball when the fight begun shall be awarded a throw-in from the place nearest to where the ball was located when the fight begun. The team shall have the time remaining on the shot clock when the game was stopped.

39-2 **Example:** Team A has possession of the ball for

(a) 20 seconds

(b) 5 seconds

when a situation which may lead to a fight on the playing court occurs. The referees disqualify 2 substitutes of each team for leaving their team bench areas.

Interpretation: The game shall be resumed with a team A, which controlled the ball before the fight begun, throw-in from the place nearest to where the ball was located when the fight begun with

(a) 4 seconds

(b) 19 seconds

on the shot clock.

39-3 **Statement:** A team's head coach shall be charged with a single technical foul for a disqualification of himself, his first assistant coach (if one or both do not assist the referees to maintain or to restore order), substitute, excluded player or an accompanying delegation member for leaving the team bench area during a fight. If the technical foul includes the disqualification of the head coach it shall be entered on the scoresheet as 'D_2'. If the technical foul includes only the disqualification(s) of other persons permitted to sit on the team bench it shall be entered as 'B_2'. The penalty shall be 2 free throws with no line-up and possession of the ball for the opponents.

For each additional disqualifying foul, the penalty shall be 2 free throws with no line-up and possession of the ball for the opponents.

All penalties shall be administered, unless there are equal penalties on both teams to be cancelled. In this case, the game shall be resumed from the throw-in line in the team's frontcourt as for any other disqualifying foul. The opposing team shall have 14 seconds on the shot clock.

39-4 **Example:** During a fight, A6 enters the playing court. A6 shall be disqualified.

Interpretation: A6's disqualification shall be entered as 'D' and his remaining foul spaces shall be entered as 'F'. The team A head coach shall be charged with a technical foul, entered as 'B_2'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on shot clock.

39-5 **Example:** A1 and B1 begin a fight on the playing court. A6 and B6 enter the playing court but do not get involved in the fight. A7 also enters the playing court and punches B1 in his face.

Interpretation: A1 and B1 shall be disqualified, entered as 'D_C'. A7 shall be disqualified, entered as 'D_2'. A7's remaining foul spaces on the scoresheet shall be entered as 'F'. A6 and B6 shall

be disqualified for entering the playing court during a fight, entered as 'D'. A6's and B6's remaining foul spaces on the scoresheet shall be entered as 'F'. The team A head coach and the team B head coach shall be charged with technical fouls, entered as 'B_C'. The penalties for both disqualifying fouls (A1, B1) and both technical fouls (A6, B6) shall cancel each other. A7's disqualification penalty for his active involvement in the fight, entered as 'D_2', shall be administered. The substitute for B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

39-6 **Example:** A1 and B1 begin a fight on the playing court. A6 and the team A manager enter the playing court and get actively involved in the fight.

Interpretation: A1 and B1 shall be disqualified, entered as 'D_C'. The penalties for both disqualifying fouls (A1, B1) shall cancel each other. The team A head coach shall be charged with a technical foul, entered as 'B_2' for A6 and the team A manager leaving the team bench area. A6 shall be disqualified for his active involvement in the fight, entered as 'D_2'. A6's remaining foul spaces shall be entered on the scoresheet as 'F'. The team A's manager disqualifying foul for his active involvement in the fight shall be charged to his head coach and entered as a circled 'B_2' and shall not count towards the head coach's possible game disqualification.

Any team B player(s) shall attempt 6 free throws (2 free throws with no line-up for the team A head coach technical foul for A6 and the team A manager leaving their team bench area; 2 free throws with no line-up for A6' disqualification for his active involvement in the fight; and 2 free throws with no line-up for the team A head coach technical foul for the team A manager disqualification for his active involvement in the fight).

The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

39-7 **Example:** The team A head coach leaves the team bench area and gets actively involved in a fight on the playing court by strongly pushing B1.

Interpretation: The team A head coach shall be charged with a disqualifying foul for leaving the team bench area and not assisting the referees to restore order, entered on the scoresheet as 'D_2'. The team A head coach shall not be charged with another disqualifying foul for his active involvement in the fight. The team A head coach's remaining foul spaces shall be entered on the scoresheet as 'F'. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

Article 42 Special situations

42-1 **Statement:** In special game situations with a number of potential penalties to be administered during the same game clock stopped period, referees must pay particular attention to the order in which the violation or fouls occurred in determining which penalties shall be administered and which penalties shall be cancelled.

42-2 **Example:** B1 is charged with an unsportsmanlike foul on shooter A1. The ball is in the air when the shot clock signal sounds. The ball

(a) misses the ring.

(b) touches the ring but does not enter the basket.

(c) enters the basket.

Interpretation: In all cases, B1's unsportsmanlike foul shall not be disregarded.

(a) The team A shot clock violation (the ball missed the ring) shall be disregarded as it occurred after the unsportsmanlike foul. A1 shall attempt 2 or 3 free throws with no line-up.

(b) This is not a shot clock violation by team A. A1 shall attempt 2 or 3 free throws with no line-up.

(c) A1 shall be awarded 2 or 3 points and 1 additional free throw with no line-up.

In all cases, the game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-3 **Example:** B1 fouls A1 in his act of shooting for a field goal. After the foul, with A1 still in his act of shooting, B2 fouls A1.

Interpretation: B2's foul shall be disregarded unless it is an unsportsmanlike or a disqualifying foul.

42-4 **Example:** B1 is charged with an unsportsmanlike foul on dribbler A1. After the foul, the team A head coach and the team B head coach are charged with technical fouls.

Interpretation: The equal penalties for the 2 head coaches' technical fouls shall be cancelled. A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-5 **Example:** B1 fouls A1 on his successful field goal. A1 is then charged with a technical foul.

Interpretation: A1's field goal shall count. The penalties for both fouls are equal and shall cancel each other. The game shall be resumed as after any successful field goal.

42-6 **Example:** B1 fouls A1 on his successful field goal. A1 is then charged with a technical foul, followed by a team B head coach technical foul.

Interpretation: A1's field goal shall count. The penalties for all fouls are equal and shall be cancelled in the order in which they were called. The penalties for B1's personal foul and A1's technical foul shall cancel each other. For the team B head coach technical foul, any team A player shall attempt 1 free throw with no line-up. The game shall be resumed as after any successful field goal.

42-7 **Example:** B1 is charged with an unsportsmanlike foul on A1 on his successful field goal. A1 is then charged with a technical foul.

Interpretation: A1's field goal shall count. The penalties for both fouls are not equal and shall not cancel each other. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-8 **Example:** B1 fouls dribbler A1 in team A's frontcourt. This is the third team B foul in the quarter. A1 then throws the ball against B1's body (hands, legs, torso etc).

Interpretation: B1 is charged with a personal foul. A1 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. The game shall be resumed with a team A throw-in from its frontcourt nearest to where B1's foul occurred. Team A shall have the time remaining on the shot clock, if 14 seconds or more are shown on the shot clock. Team A shall have 14 seconds on the shot clock, if 13 seconds or less are shown on the shot clock.

42-9 **Example:** B1 fouls dribbler A1. This is the fifth team B foul in the quarter. A1 then throws the ball against B1's body (hands, legs, torso etc.).

Interpretation: B1 is charged with a personal foul. A1 is charged with a technical foul. Any team B player shall attempt 1 free throw with no line-up. A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

42-10 **Example:** B1 fouls dribbler A1. This is the third team B foul in the quarter. A1 then throws the ball from a short distance directly to B1's face (head).

Interpretation: B1 is charged with a personal foul. A1 is charged with a disqualifying non-contact foul. Team A's possession of the ball shall be cancelled as there is a further penalty to be administered. Any team B player shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

42-11 **Example:** B1 fouls dribbler A1. This is the fifth team B foul in the quarter. A1 then throws the ball from a short distance directly to B1's face (head).

Interpretation: B1 is charged with a personal foul. A1 is charged with a disqualifying non-contact foul. The substitute for A1 shall attempt 2 free throws with no line-up. Any team B player shall then attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

42-12 **Example:** With 8 seconds on the shot clock, B1 in his backcourt fouls A1. B2 is then charged with a technical foul.

(a) B1's foul is the fourth team B foul and B2's technical foul is the fifth team B foul in the quarter.

(b) B1's foul is the fifth team B foul and B2's technical foul is the sixth team B foul in the quarter.

(c) A1 was fouled in his act of shooting and the ball does not enter the basket.

(d) A1 was fouled in his act of shooting and the ball entered the basket.

Interpretation: In all cases, for B2's technical foul any team A player shall attempt 1 free throw with no line-up. After the free throw

(a) the game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where the foul on A1 occurred. Team A shall have 14 seconds on the shot clock.

(b) A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

(c) A1 shall attempt 2 or 3 free throws. The game shall be resumed as after any last free throw.

(d) A1's field goal shall count. A1 shall attempt 1 free throw. The game shall continue as after any last free throw.

42-13 **Example:** With 8 seconds on the shot clock, B1 is charged with an unsportsmanlike foul on A1.

(a) A2

(b) B2

is then charged with a technical foul.

Interpretation:

(a) Any team B player shall attempt 1 free throw with no line-up.

(b) Any team A player shall attempt 1 free throw with no line-up.

In both cases, after the free throw for A2's or B2' technical foul, A1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

42-14 **Statement:** If double fouls or fouls with equal penalties are charged during free-throw activity, the fouls shall be entered on the scoresheet, however the penalties shall not be administered.

42-15 **Example:** A1 is awarded 2 free throws. After the first free throw

(a) A2 and B2 are charged with a double foul.

(b) A2 and B2 are charged with technical fouls.

Interpretation: A2's and B2's equal foul penalties shall be cancelled. A1 shall attempt his second free throw. The game shall be resumed as after any last free throw.

42-16 **Example:** A1 is awarded 2 free throws. Both free throws are successful. Before the ball becomes live after the last free throw

(a) A2 and B2 are charged with a double foul.

(b) A2 and B2 are charged with technical fouls.

Interpretation: A2's and B2's equal foul penalties shall be cancelled. The game shall be resumed as after any successful last free throw.

42-17 **Statement:** If a technical foul is called, the free throw penalty shall be administered immediately with no line-up. This is not valid for a technical foul charged on the head coach for the disqualification of any other person permitted to sit on his team bench. The penalty for such a technical foul (2 free throws and a throw-in from the throw-in line in the team's frontcourt) shall be administered in the order in which all fouls and violations have occurred unless they were cancelled.

42-18 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. A situation which may lead to a fight then occurs on the playing court. A6 enters the playing court but does not get actively involved in the fight.

Interpretation: A6 shall be disqualified for entering the playing court during a fight. The team A head coach shall be charged with a technical foul, entered as 'B_2'. A1 shall attempt 2 free throws with no line-up. Any team B player shall attempt 2 free throws with no line-up for the team A head coach technical foul. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

42-19 **Statement:** In the case of double fouls and after cancellation of equal penalties on both teams, if there are no other penalties remaining for administration, the game shall be resumed with a throw-in by the team that had control of the ball or was entitled to the ball before the first infraction.

In the case neither team had control of the ball nor was entitled to the ball before the first infraction, this is a jump ball situation. The game shall be resumed with an alternating possession throw-in.

42-20 **Example:** During the interval of play between the first and second quarter, A1 and B1 are charged with disqualifying fouls or the team A head coach and the team B head coach are charged with technical fouls.

The alternating possession arrow favours

(a) Team A.

(b) Team B.

Interpretation:

(a) The game shall be resumed with a team A throw-in from the centre line extended. When the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed in favour of team B.

(b) The game shall be resumed with a team B throw-in from the centre line extended. When the ball touches or is legally touched by a player on the playing court, the direction of the alternating possession arrow shall be reversed in favour of team A.

42-21 **Example:** Dribbler A1 commits

(a) a charging foul on B1.

(b) a double dribble violation.

Before the ball is at team B's disposal for the throw-in, B2 fouls A2. This is the third team B foul in the quarter

Interpretation:

Both infractions occurred in the same stopped-clock period and before the ball became live for the second infraction. Therefore, the same penalties shall be cancelled.

As team A was in control of the ball before the first infraction, the game shall be resumed with a team A throw-in from the place nearest to where A1's

(a) foul occurred.

(b) double dribble violation occurred.

Team A shall have the time remaining on the shot clock.

42-22 **Example:** Dribbler A1 commits

(a) a charging foul on B1.

(b) a double dribble violation.

B1 has the ball in his hands for the throw-in when B2 fouls A2.

Interpretation:

Both infractions occurred in the same stopped-clock period. However, B2's foul occurred after the ball became live for B1's throw-in. Therefore, the same penalties shall not be cancelled. The throw-in penalty for B2's foul cancels the prior right to possession of the ball for A1's infraction.

The game shall be resumed with a team A throw-in from the place nearest to where B2's foul occurred. If in its backcourt, team A shall have 24 seconds on the shot clock. If in its frontcourt, team A shall have 14 seconds on the shot clock.

Article 44 Correctable errors

44-1 **Statement:** To be correctable, the error must be recognised by the referees, table officials or commissioner, if present, before the ball becomes live following the first dead ball after the game clock was started following the error. That is:

Error occurs during a dead ball	Error is correctable
Ball live	Error is correctable
Game clock starts or continues to run	Error is correctable
Dead ball	Error is correctable
Ball live	Error is no longer correctable

After the correction of the error, the game shall be resumed and the ball shall be awarded to the team entitled to the ball when the game was stopped to correct the error.

44-2 **Example:** B1 fouls A1. This is the fourth team B foul in the quarter. A1 is erroneously awarded 2 free throws. After the successful last free throw, the game continues. B2 on the playing court, dribbles and scores.

The error is discovered

(a) before

(b) after

the ball is at a team A player's disposal for the throw-in from the endline.

Interpretation:

B2's field goal shall count.

(a) The error is still correctable. The free throws, regardless whether made or missed, shall be cancelled. The game shall be resumed with a team A throw-in at its endline from the place nearest to where the game was stopped to correct the error.

(b) The error is no longer correctable and the game continues.

44-3 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. A1 is awarded 2 free throws. After the first successful free throw, B2 erroneously takes the ball and passes the ball from behind the endline to B3. With 18 seconds on the shot clock, B3 dribbles in his frontcourt when the error of not having A1's second free throw attempted is recognised.

Interpretation: The game shall be stopped immediately. A1 shall attempt his second free throw with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where the game was stopped. Team B shall have 18 seconds on the shot clock.

44-4 **Statement:** If the error constitutes the wrong player shooting a free throw(s), the free throw(s) shall be cancelled. If the game was not yet resumed the ball shall be awarded to the opponents for a throw-in from the free-throw line extended, unless penalties for further infractions are to be administered. If the game was already resumed it shall be stopped to correct the error. After the correction of the error the game shall be resumed from the place nearest to where the game was stopped to correct the error.

If the referees discover, before the ball has left the hands of the free-throw shooter for the first free throw, that a wrong player has the intention to attempt the free throw(s), he shall be immediately replaced by the correct free-throw shooter without any penalty.

44-5 **Example:** B1 fouls A1. This is the sixth team B foul in the quarter. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts the 2 free throws. The error is recognised

(a) before the ball has left A2's hands for the first free throw.

(b) after the ball has left A2's hands for the first free throw.

(c) after the successful second free throw.

Interpretation:

(a) The error shall be corrected immediately. A1 shall attempt 2 free throws, without any penalty for team A.

(b) and (c) The 2 free throws shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

If B1's foul is unsportsmanlike, the right to the possession of the ball as part of the penalty shall also be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

44-6 **Example:** B1 fouls A1 in his act of shooting. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. On the second free throw the ball touches the ring, A3 rebounds it and scores 2 points. The error is recognised before the ball is at team B's disposal for the throw-in from its endline.

Interpretation: The 2 free throws, regardless whether made or missed, shall be cancelled. A3's field goal shall remain valid. The game shall be resumed with a team B throw-in from the place nearest to where it was stopped to correct the error, in this case, from team B's endline.

44-7 **Example:** B1 fouls A1 on his unsuccessful 2-point field goal attempt. The team B head coach is then charged with a technical foul. Instead of A1 attempting 2 free throws for B1's foul, it is A2 who attempts all 3 free throws. The error is recognised before the ball has left A2's hands for his third free throw.

Interpretation: The first free throw of A2 for the team B head coach technical foul was legal. The next 2 free throws, regardless whether made or missed, attempted by A2 instead of A1 shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt.

44-8 **Example:** B1 fouls dribbler A1 when the game clock signal sounds for the end of the third quarter. This is the sixth team B foul in the quarter. The referees decide that B1's foul occurred with 0.3 second on the game clock. A1 is awarded 2 free throws. Instead of A1, it is A2 who attempts 2 free throws. The error is recognised after the ball has left A2's hands for his first free throw.

Interpretation: The 2 free throws by A2 shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt, with 0.3 second on the game clock.

44-9 **Statement:** After the error is corrected, the game shall be resumed from the place nearest to where the game was stopped to correct the error, unless the correction involves failure to award merited free throw(s) and

(a) if there was no change of team possession after the error was made, the game shall be resumed as after any last free throw(s).

(b) if there was no change of team possession after the error was made and the same team scores a field goal, the error shall be disregarded. The game shall be resumed as after any successful field goal.

44-10 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. A2 dribbles when B2 taps the ball out-of-bounds. The team A head coach requests a time-out. During the time-out, the referees recognise the error that A1 should be awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws. The game shall continue as after any last free throw.

44-11 **Example:** With 2 seconds on the game clock in the first quarter B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. Thrower-in A2 passes the ball to A3 on the playing court and the quarter ends. During the following interval of play, the referees recognise the error that A1 should be awarded 2 free throws. The alternating possession arrow favours team A.

Interpretation: The error is still correctable. A1 shall attempt 2 free throws with no line-up. The second quarter shall begin with a team A alternating possession throw-in from the centre line extended.

44-12 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. After the throw-in, B1 fouls A2 on his unsuccessful field goal attempt. A2 is awarded 2 free throws. Team A is granted a time-out. During the time-out, the referees recognise the error that A1 should have been awarded 2 free throws.

Interpretation: A1 shall attempt 2 free throws with no line-up. A2 shall then attempt 2 free throws. The game shall continue as after any last free throw.

44-13 **Example:** B1 fouls A1. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. After the throw-in, A2 scores a field goal. Before the ball becomes live, the referees recognise the error.

Interpretation: The error shall be disregarded. The game shall be resumed as after any successful field goal.

44-14 **Example:** B1 fouls dribbler A1. The referees now recognise that A1 has the wrong logo on his shirt. A1 receives an assistance from his team manager to cover the logo and therefore he is substituted by A6. This is the fifth team B foul in the quarter. Team A is erroneously awarded a throw-in instead of 2 free throws to A1. Thrower-in A2 passes the ball to A3 on the playing court when the referees recognise the error and stop the game immediately.

Interpretation: The error is still correctable. While A1 was substituted due to receiving an assistance from his accompanying delegation member and the game clock has started and stopped again, A1 shall re-enter and attempt 2 free throws. The game shall continue as after any last free throw.

44-15 **Example:** B1 fouls dribbler A1. The referees now recognise that A1 has the wrong logo on his shirt. A1 receives an assistance from his team manager to cover the logo and therefore he is substituted by A6. This is the fifth team B foul in the quarter. Before team A is erroneously awarded a throw-in instead of 2 free throws to A1, the referees recognise the error.

Interpretation: The error is still correctable. While A1 was substituted due to receiving an assistance from his accompanying delegation member and the game clock has not started, his substitute A6 shall attempt 2 free throws. The game shall continue as after any last free throw.

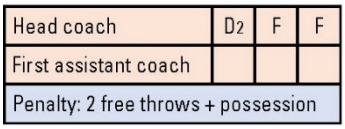
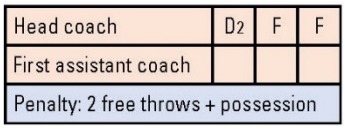
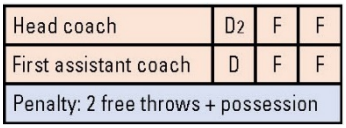
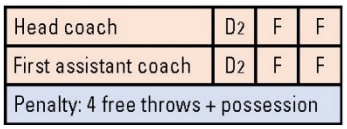
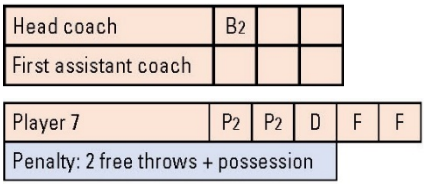
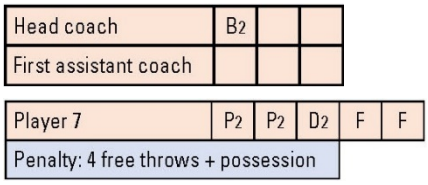
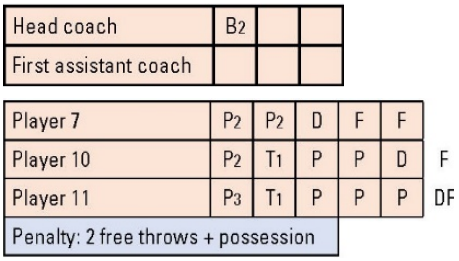
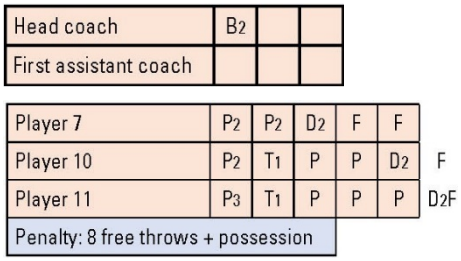
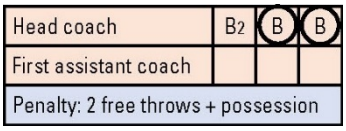
44-16 **Statement:** An error in timekeeping involving game clock time consumed or missed, may be corrected by the referees at any time before the crew chief has signed the scoresheet.

44-17 **Example:** With 7 seconds on the game clock in the fourth quarter and with the score A 76 – B 76, team A is awarded a throw-in from its frontcourt. After the ball touches a player on the playing court, the game clock starts 3 seconds too late. After a further 4 seconds, A1 scores a field goal. At this time, the referees recognise the error that the game clock started 3 seconds too late.

Interpretation: If the referees agree that A1's field goal was scored within the remaining playing time of 7 seconds, A1's field goal shall count. Furthermore, if the referees agree that the game clock started 3 seconds too late, there is no time remaining. The referees decide that the game has ended.

B – The scoresheet – Disqualifying fouls

B-1 Examples for disqualifying fouls of various persons:

		For leaving the team bench area and not assisting or attempting to assist the referees	For the active involvement in the fight
1.	Only the **head coach** is disqualified		
2.	Only the **first assistant coach** is disqualified		
3.	Both the **head coach** and the **first assistant coach** are disqualified		
4.	A **substitute** is disqualified		
5.	Two **substitutes** and an **excluded player** are disqualified		
6.	An **accompanying delegation member** is disqualified		
7.	**Two accompanying delegation members** are disqualified		

B-2 Examples of the technical fouls on the head coach for his personal unsportsmanlike behaviour or for any other reason, combined with the disqualification of an accompanying delegation member for leaving the team bench area during a fight:

1. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**.
   In the third quarter, a technical foul is called on the **head coach** for his personal unsportsmanlike behaviour.

Head coach
is not disqualified

2. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**.
   In the third quarter, a technical foul is called on the **head coach** for any other reason.

Head coach
is not disqualified

3. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**.
   In the third quarter, a technical foul is called on the **head coach** for his personal unsportsmanlike behaviour.
   In the fourth quarter, another technical foul is called on the **head coach** for his personal unsportsmanlike behaviour.

Head coach
is disqualified
for 2 C-fouls

4. In the first quarter there is a fight situation with a disqualification of an **accompanying delegation member**.
   In the third quarter, a technical foul is called on the **head coach** for any other reason.
   In the fourth quarter, another technical foul is called on the **head coach** for any other reason.

Head coach
is disqualified
for 3 B-fouls

F – Instant Replay System

1. General principles

F-1.1 **Statement:** The referees shall keep both teams on the playing court at the end of the quarter or overtime if the IRS review is to be used.

F-1.2. **Example:** A1 attempts a successful shot for a field goal. At approximately the same time the game clock signal sounds for the end of the quarter. The referees become uncertain if the shot was released during playing time and decide to use the IRS review. The teams are moving to their benches.

Interpretation: The referees shall keep both teams on the playing court. The interval of play shall begin after the referee communicates the final decision.

F-1.3 **Statement:** Before the game the crew chief approves the IRS equipment and informs both head coaches of its availability. Only the IRS equipment approved by the crew chief can be used for the IRS review.

F-1.4 **Example:** A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the game. There is no approved IRS equipment available but the team B manager states that they recorded the game with the team video camera from an elevated position and presents the video material to the referees for a review.

Interpretation: The team B manager's request to use the team's video for an IRS review shall be denied.

F-1.5 **Statement:** When the referees use an IRS review to decide if a successful field goal shall count for 2 or 3 points, the IRS review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead.

When the game clock shows 2:00 or less in the fourth quarter and in any overtime, the IRS review shall be conducted as soon as the referees have stopped the game for any reason.

F-1.6 **Example**: A1 attempts a successful shot for a 3-point field goal. The referees become uncertain if A1's shot was released from the 3-point field goal area.

Interpretation: The IRS review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead.

The first opportunity is whenever the game is stopped by the referees for any reason.

However, when the game clock shows 2:00 or less in the fourth quarter and in any overtime, the IRS review shall be conducted as soon as the ball entered the basket and the game clock is stopped.

F-1.7 **Statement:** A time-out or substitution request may be cancelled after the IRS review ends and the referee communicates the final decision.

F-1.8 **Example**: A1 attempts a successful shot for a field goal. The team B head coach requests a time-out. The referees become uncertain if A1's shot was released from the 3-point field goal area and decide to use the IRS review. During the review the team B head coach wants to cancel his request for a time-out.

Interpretation: The team B head coach request for a time-out may be cancelled after the referee communicates the final IRS decision.

F-1.9 **Example:** B1 is charged with an unsportsmanlike foul. The referees become uncertain if B1's foul was unsportsmanlike. B6 requests a substitution for B1. During the review B6 returns to his team bench.

Interpretation: B6 request for a substitution may be cancelled after the referee communicates the IRS final decision.

2. At the end of the quarter or each overtime

F-2.1 **Example:** A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the quarter. The referees become uncertain if A1's shot was released before the end of playing time.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a field goal was released before the game clock signal sounded for the end of the quarter.

If the IRS review provides that the ball was released after the end of playing time for the quarter, A1's field goal shall be cancelled.

If the IRS review provides that the ball was released before the end of playing time for the quarter, the crew chief shall confirm A1's field goal as successful.

F-2.2 **Example:** A1 attempts a successful shot for a 3-point field goal when the game clock signal sounds for the end of the quarter. The referees become uncertain if A1 touched the boundary line on his shot.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a field goal was released before the game clock signal sounded for the end of the quarter. If so, the IRS review can furthermore be used to decide, whether an out-of-bounds violation of the shooter occurred and if so, how much time shall be shown on the game clock.

F-2.3 **Example:** With 2.5 seconds on the game clock, A1 attempts a shot for a field goal. The ball touches the ring, B1 rebounds it and starts a dribble. At this time, the game clock signal sounds for the end of the game. The referees become uncertain if B1 stepped out-of-bounds when landing with the ball on the playing court.

Interpretation: The IRS review cannot be used to decide, whether a non-shooting player was out-of-bounds.

F-2.4 **Example:** A1 attempts a successful shot for a 2-point field goal when the game clock signal sounds for the end of the quarter. The referees become uncertain if a shot clock violation by team A occurred.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether a successful shot for a field goal was released before the game clock signal sounded for the end of the quarter. The IRS review can furthermore be used to decide, whether a shot clock violation by team A occurred.

If the IRS review provides that A1's successful shot for a field goal was released 0.4 second before the game clock signal sounded for the end of the quarter and if the IRS review furthermore provides that the ball was still in A1's hands and that the shot clock signal sounded 0.2 second prior to when A1's shot for a successful field goal was released, A1's field goal shall not count. The game shall be resumed with a team B throw-in from the place nearest to where the shot clock violation occurred. Team B shall have 0.6 second on the game clock. The shot clock shall be switched off.

F-2.5 **Example:** A1 attempts a successful shot for a field goal when the game clock signal sounds for the end of the second quarter. The referees become uncertain if team A violated the 8-second rule.

Interpretation: The IRS review can be used to decide, at the end of the quarter, whether A1's successful shot for a field goal was released before the game clock signal sounded for the end of the quarter. The IRS review can furthermore be used to decide, whether an 8-second violation by team A has occurred.

If the IRS review provides that A1's successful shot for a field goal was released before the game clock signal sounded for the end of the quarter and if the IRS review furthermore provides that prior to the A1's shot for a successful field goal, team A violated the 8-second rule when the game clock showed 0.8 second, A1's field goal shall not count. The game shall be resumed with a team B throw-in in its frontcourt from the place nearest to where the 8-second violation occurred. Team B shall have 0.8 second on the game clock. The shot clock shall be switched off.

If the IRS review provides that team A did not violate the 8-second rule, A1's field goal shall count. The second quarter has ended. The second half shall be started with an alternating possession throw-in at the centre line extended.

F-2.6 **Example:** Team B is leading by 2 points. B1 fouls A1 when the game clock signal sounds for the end of the first overtime. This is the fifth team B foul in the fourth quarter. The referees become uncertain if B1's foul occurred before the end of the first overtime.

Interpretation: The IRS review can be used to decide, at the end of each overtime, whether B1's foul occurred before the end of the playing time. If so, A1 shall attempt 2 free throws. The game clock shall show the time remaining.

F-2.7 **Example:** B1 fouls A1 on his unsuccessful shot for a 2-point field goal when the game clock signal sounds for the end of the second overtime.

Interpretation: The IRS review can be used to decide, at the end of the second overtime, whether B1's foul occurred before the game clock signal sounded for the end of the second overtime.

If the IRS review provides that the foul occurred before the end of the second overtime, A1 shall attempt 2 free throws. The game clock shall show the time remaining.

If the IRS review provides that the foul occurred after the end of the second overtime, B1's foul shall be disregarded. A1 shall not be awarded free throws unless B1's foul was called as an unsportsmanlike or disqualifying foul and there is still a third overtime to follow.

3. The game clock shows 2:00 or less in the fourth quarter and in each overtime.

F-3.1 **Example:** With 1:41 on the game clock in the fourth quarter, A1 attempts a successful shot for a field goal when the shot clock signal sounds. The referees become uncertain if the ball was released before the shot clock signal sounded

(a) before the ball is live for the team B throw-in after the field goal.

(b) after the ball is live for the team B throw-in after the field goal, as soon as the referees first stop the game for any reason.

(c) after the ball is live following the first stop of the game by the referees.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether A1's shot for a successful field goal was released before the shot clock signal sounded.

The referees are authorized to stop the game immediately to review whether a successful field goal was released before the shot clock signal sounded as soon as the ball enters the basket and the game clock is stopped. However, the review may occur until the first time the referees stop the game after the successful field goal.

In (a) the referees shall stop the game immediately and conduct the IRS review before resuming the game.

In (b) the referees shall conduct the IRS review as soon as they have stopped the game for any reason, after the situation for the IRS review has occurred.

In (c) the time limit to complete the review ended once the ball became live following the first time the referees stopped the game. The IRS review can no longer be used.

In (a) or (b) if the IRS review provides that the ball was still in A1's hands when the shot clock signal sounded, this is a shot clock violation by team A. A1's field goal shall not count. In (a) the game shall be resumed with a team B throw-in from the place nearest to where the shot clock violation occurred. In (b) the game shall be resumed with a throw-in for the team that had control of the ball or was entitled to the ball when the referees stopped the game, from the place nearest to where the ball was located when the game was stopped.

In (a) or (b) if the IRS review provides that the ball had left A1's hands on his shot for a field goal before the shot clock signal sounded, this is not a shot clock violation by team A. The shot clock signal shall be disregarded. A1's field goal shall count. In (a) the game shall be resumed with a team B throw-in from its endline as after any successful field goal. In (b) the game shall be resumed with a throw-in for the team that had control of the ball or was entitled to the ball when the referees stopped the game, from the place nearest to where the ball was located when the game was stopped.

F-3.2 **Example:** With 1:37 on the game clock in the fourth quarter the shot clock signal sounds. At approximately the same time, A1 scores a field goal from his frontcourt and A2 fouls B2 away from the ball anywhere in team A's frontcourt. This is the third team A foul in the quarter. The referees become uncertain if the ball was still in A1's hand(s) when the shot clock signal sounded and when A2's foul occurred.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the ball was still in the hand(s) of the shooter, when the shot clock signal sounded, and when a foul away from the shooting situation has occurred.

If the IRS review provides that the ball had left A1's hands on his shot for a field goal before the shot clock signal sounded and if the IRS review furthermore provides that the ball had left A1's hands on his shot for a field goal before A2's foul occurred, A1's field goal shall count. A2's foul shall be charged. This is not a shot clock violation by team A. The shot clock signal shall be disregarded. The game shall be resumed with a team B throw-in from its endline as after any successful field goal. Team B shall have the time remaining on the game clock and 24 seconds on the shot clock.

If the IRS review provides that A2's foul occurred before the ball had left A1's hands on his shot for a field goal and if the IRS review furthermore provides that A2's foul occurred before the shot clock signal sounded, A2's foul shall be charged. A1's field goal shall not count. This is not a shot clock violation by team A. The shot clock signal shall be disregarded. The game shall be resumed with a team B throw-in in its backcourt from the place nearest to where A2's foul occurred. Team B shall have the time remaining on the game clock and 24 seconds on the shot clock.

If the IRS review provides that the shot clock signal sounded before the ball had left A1's hands on his shot for a field goal and if the IRS review furthermore provides that the shot clock signal sounded before A2's foul occurred, this is a shot clock violation by team A. A1's field goal shall not count. A2's foul shall be disregarded, unless called as an unsportsmanlike or disqualifying foul. The game shall be resumed with a team B throw-in in its backcourt from the place nearest to where the shot clock violation occurred. Team B shall have the time remaining on the game clock and 24 seconds on the shot clock.

F-3.3 **Example:** With 1:34 on the game clock in the fourth quarter the shot clock signal sounds. At approximately the same time, A1 scores a field goal from his frontcourt and B2 fouls A2 away from the ball anywhere in team A's frontcourt. This is the third team B foul in the quarter. The referees become uncertain if the ball was still in A1's hand(s) when the shot clock signal sounded and when B2's foul occurred.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether the ball was still in the hand(s) of the shooter, when the shot clock signal sounded, and when a foul away from the shooting situation has occurred.

If the IRS review provides that B2's foul occurred before the shot clock signal sounded and if the IRS review furthermore provides that B2's foul occurred when A1 was in his act of shooting for a field goal, this is not a shot clock violation by team A. The shot clock signal shall be disregarded. B2's foul shall be charged. A1's field goal shall count. The game shall be resumed with a team A throw-in in its frontcourt from the place nearest to where B2's foul occurred. Team A shall have the time remaining on the game clock and 14 seconds on the shot clock.

If the IRS review provides that the ball was still in A1's hands when the shot clock signal sounded and if the IRS review furthermore provides that the shot clock signal sounded before B2's foul occurred, this is a shot clock violation by team A. A1's field goal shall not count. B2's foul shall be disregarded, unless called as an unsportsmanlike or disqualifying foul. The game shall be resumed with a team B throw-in in its backcourt from the place nearest to where the shot clock violation occurred. Team B shall have the time remaining on the game clock and 24 seconds on the shot clock.

F-3.4 **Example:** With 7.5 seconds on the game clock in the fourth quarter and just before thrower-in A1 releases the ball from his frontcourt, B1 is charged with a technical foul. At approximately the same time B2 is charged with an unsportsmanlike foul on A2 by another referee. The referees become uncertain in which order the fouls occurred.

Interpretation: The IRS review cannot be used to decide on the order of the fouls occurred. Both fouls shall remain valid. The penalty for a technical foul shall be administered first. Any team A player shall attempt 1 free throw with no line-up. A2 shall then attempt 2 free throws. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt.

F-3.5 **Example:** With 1:16 on the game clock in the fourth quarter A1 attempts a shot for a field goal. The referee calls a goaltending violation. The referees become uncertain if the ball was already on its downward flight to the basket.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether goaltending was called correctly.

If the IRS review provides that the ball was on its downward flight to the basket, the goaltending violation shall remain valid.

If the IRS review provides that the ball was not yet on its downward flight to the basket, the goaltending decision shall be withdrawn and a jump ball situation occurs.

F-3.6 **Example:** With 38 seconds on the game clock in the fourth quarter, A1 attempts a shot for a field goal. The ball touches the backboard above the level of the ring and is then touched by B1. The referee decides that B1's touch is legal and therefore he does not call goaltending violation.

Interpretation: The IRS review can be used only if the referees have called goaltending violation.

F-3.7 **Example:** With 36 seconds on the game clock in the fourth quarter B1 fouls A1 in his act of shooting. The ball touches the backboard above the level of the ring and is then touched by B2. The referee does not call a goaltending violation. The referees become uncertain if B2 touched the ball illegally.

Interpretation: The IRS review can be used only if the referees called a goaltending violation.

F-3.8 **Example:** With 28 seconds on the game clock in the fourth quarter B1 fouls A1 in his act of shooting for a 2-point field goal. On the way to the basket B2 touches the ball. The referee calls a goaltending violation. The ball does not enter the basket. The referees become uncertain if B2 touched the ball illegally.

Interpretation: The IRS review can be used to decide, when the game clock shows 2:00 or less in the fourth quarter, whether B2's goaltending was called correctly.

If the IRS review provides that B2 touched the ball on its downward flight, the goaltending violation shall remain valid. A1 shall be awarded 2 points. A1 shall further attempt 1 free throw. The game shall be resumed as after any last free throw.

If the IRS review provides that B2 touched the ball on its upward flight, the goaltending decision shall be withdrawn. A1 shall attempt 2 free throws. The game shall be resumed as after any last free throw.

F-3.9 **Example**: With 1:37 on the game clock in the fourth quarter, the ball goes out-of-bounds. Team A is awarded a throw-in. Team A is granted a time-out. The referees become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify, when the game clock shows 2:00 or less in the fourth quarter, the player who caused the ball to go out-of-bounds. The time-out

period of 1-minute duration shall not begin until the IRS review ends and the referee communicates the final decision.

F-3.10 **Example:** With 5:53 on the game clock in the first quarter, the ball rolls on the playing court close to the sideline when A1 and B1 try to gain control of the ball. The ball goes out-of-bounds. Team A is awarded a throw-in. The referees become uncertain of the player who caused the ball to go out-of-bounds.

Interpretation: The IRS review may not be used at this time. It can only be used to identify the player who caused the ball to go out-of-bounds when the game clock shows 2:00 or less in the fourth quarter.

F-3.11 **Example:** With 1:45 on the game clock in the overtime A1 close to the sideline passes the ball to A2. During the pass B1 taps the ball out-of-bounds. The referees become uncertain if A1 was already out-of-bounds when passing the ball to A2.

Interpretation: The IRS review cannot be used to decide, whether a player or a ball was out-of-bounds.

4. At any time of the game

F-4.1 **Example:** B1 fouls A1 in his act of shooting. A1 scores a field goal. The referees become uncertain if A1 had started his act of shooting when B1's foul occurred.

Interpretation: The IRS review cannot be used to decide, at any time of the game, whether shooter A1 was fouled.

F-4.2 **Example:** B1 fouls A1 in his act of shooting. A1 scores a field goal. The referees become uncertain if the ball had left A1's hands on his shot for a field goal when B1's foul occurred.

Interpretation: The IRS review cannot be used to decide, at any time of the game, whether the ball had left A1's hands on his shot for a field goal before A1 was fouled.

F-4.3 **Example**: With 3:47 on the game clock in the second quarter, A1 attempts a successful shot for a 3-point field goal. The referees become uncertain if the ball was released from the 2- or 3-point field goal area

(a) before the ball is live for the team B throw-in after the field goal.

(b) after the ball is live for the team B throw-in after the field goal, when B1 scores a field goal and the game is stopped by a team A time-out request.

(c) after the ball is live for the team B throw-in after the field goal, as soon as the referees stop the game when B2 is fouled by A2 in the act of shooting.

(d) after the ball is live for the team B throw-in after the field goal and B2 is fouled by A2 in the act of shooting after the ball is live for B2's first or only free throw.

Interpretation: The IRS review can be used to decide, at any time of the game, whether A1's successful field goal shall count for 2 or 3 points. The IRS review shall be conducted at the first opportunity when the game clock is stopped and the ball is dead. However, the referees are authorized to stop the game for any reason immediately.

In (a) the referees shall stop the game immediately and conduct the IRS review before resuming the game.

In (b) the referees shall conduct the IRS review before the time-out is administered. After the final decision of the review is communicated the time-out shall start, unless the head coach withdraws his request for the time-out.

In (c) the referees shall conduct the IRS review as soon as they have stopped the game for the foul by A2. The game has been stopped for the first time for any reason.

In (d) the time limit to complete the review ended once the ball became live for B2's first or only free throw and the review may no longer be completed. The original decision remains.

In (a) (b) and (c) once the final decision is communicated the game shall be resumed from the place it was stopped. In (a) the game shall be resumed with a team B throw-in from its endline as after any successful field goal. In (b) the game shall be resumed with a team A throw-in from its endline as after any successful field goal. In (c) the game shall be resumed with B2's free throw(s).

F-4.4 **Example:** B1 fouls A1 in his act of shooting. A1 is awarded 3 free throws. The referees become uncertain if A1's shot was released from the 3-point field goal area.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a field goal shooter shall be awarded 2 or 3 free throws.

F-4.5 **Example:** With 40 seconds on the game clock in the fourth quarter, thrower-in A1 has the ball in his hands or at the disposal when B2 contacts A2 on the playing court. B2 is charged with an unsportsmanlike foul. The referees become uncertain if the ball was still in thrower-in A1's hands when the foul occurred.

Interpretation: The IRS review can be used to decide, at any time of the game, whether B2's unsportsmanlike foul shall be downgraded to a personal foul.

If the IRS review provides that the foul occurred before the ball was released on the throw-in, B2's foul shall remain unsportsmanlike.

If the IRS review provides that the foul occurred after the ball was released on the throw-in, B2's foul shall be downgraded to a personal foul.

F-4.6 **Example:** B1 is charged with an unsportsmanlike foul for hitting A1 with his elbow. The referees become uncertain if B1 hit A1 with his elbow.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal, unsportsmanlike or disqualifying foul shall be considered as a technical foul.

If the IRS review provides that no contact on A1 by B1 swinging his elbow occurred, B1's foul shall be changed to a technical foul.

F-4.7 **Example:** B1 is charged with a personal foul. The referees become uncertain if the foul was an unsportsmanlike foul or if a foul occurred at all.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul shall be upgraded to an unsportsmanlike foul. However, if the IRS review provides that there was no contact at all, the personal foul cannot be cancelled.

F-4.8 **Example:** A1 dribbles towards the basket on a fast break with no defensive player between him and the opponents' basket. B1 uses his arm to reach for the ball and contacts A1 from the side. B1 is charged with an unsportsmanlike foul. The referees become uncertain if B1's foul was correctly called an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul. However, if the IRS review provides that A1 was responsible for the contact by hitting B1's arm, B1's defensive unsportsmanlike foul can be downgraded to a personal foul but cannot be exchanged for A1's offensive foul.

F-4.9 **Example:** B1 fouls dribbler A1. The referees become uncertain if B1's foul shall be upgraded to an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether a personal foul shall be upgraded to an unsportsmanlike foul. However, if the IRS review provides that A1 was responsible for the contact by charging into B1, B1's defensive foul cannot be exchanged for A1's offensive foul.

F-4.10 **Example:** Dribbler A1 commits a travelling violation followed by B1's unsportsmanlike foul on A1. The referees become uncertain if B1's foul was correctly called as an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time of the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the IRS review provides that B1's foul was an unsportsmanlike foul, the foul shall remain unsportsmanlike.

If the IRS review provides that B1's foul was a personal foul, it shall be disregarded as it occurred after the travelling violation.

F-4.11 **Example:** B1 fouls A1 on his attempt for shot for a field goal followed by B2's unsportsmanlike foul on A1 who is still in his act of shooting. The ball does not enter the basket. The referees become uncertain if B2's foul was an unsportsmanlike foul.

Interpretation: The IRS review can be used to decide, at any time during the game, whether an unsportsmanlike foul shall be downgraded to a personal foul or upgraded to a disqualifying foul.

If the IRS review provides that B2's foul was an unsportsmanlike foul, the foul shall remain unsportsmanlike. A1 shall attempt 2 free throws with no line up for B1's personal foul. A1 shall attempt another 2 free throws with no line-up for B2's unsportsmanlike foul. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

If the IRS review provides that B2's foul was a personal foul, it shall be disregarded as it occurred after the first foul. A1 shall attempt 2 free throws for B1's foul. The game shall be resumed as after any last free throw.

F-4.12 **Example:** In the third quarter, B1 is charged with an unsportsmanlike foul on A2. In the fourth quarter, B1 fouls A1 on his successful field goal. The referees become uncertain if B1's foul shall be upgraded to an unsportsmanlike foul. During the IRS review B1 is charged with a technical foul.

Interpretation: If the IRS review provides that B1's foul on A1 was an unsportsmanlike foul, B1 shall be disqualified automatically for his second unsportsmanlike foul. B1's technical foul shall be disregarded and shall not be assessed either on him or on the team B head coach. A1 shall

attempt 1 free throw with no line-up for B1's unsportsmanlike foul. The game shall be resumed with a team A throw-in from the throw-in line in its frontcourt. Team A shall have 14 seconds on the shot clock.

F-4.13 **Example:** With 42.2 seconds on the game clock in the second quarter, A1 dribbles towards his frontcourt. At this time, the referees realise that the game clock and shot clock have no display visible.

Interpretation: The game shall be stopped immediately. The IRS review can be used to decide, at any time of the game, how much time shall be shown on both clocks. After the IRS review, the game shall be resumed with a team A throw-in from the place nearest to where the ball was located when the game was stopped. Team A shall have the time remaining on the game clock and on the shot clock.

F-4.14 **Example:** A2 attempts his second free throw. The ball enters the basket. At this time, the referees become uncertain whether A2 was the correct free-throw shooter.

Interpretation: The IRS review can be used to identify, at any time of the game, the correct free-throw shooter before the ball becomes live following the first dead ball after the game clock started following error.

If the IRS review identifies a wrong free-throw shooter, a correctable error for permitting the wrong player to attempt the free throw(s) has occurred. A2's free throws, regardless whether made or missed, shall be cancelled. The game shall be resumed with a team B throw-in from the free-throw line extended in its backcourt. Team B shall have 24 seconds on the shot clock.

F-4.15 **Example:** A1 and B1 begin to throw punches at each other followed by more players and persons permitted to sit on the team benches, all getting involved in a fight. After some minutes the referees restored order on the playing court.

Interpretation: After order is restored, the referees can use the IRS review to identify, at any time of the game, the involvement of other players and all persons permitted to sit on the team benches during any act of violence. After gathering clear and conclusive evidence of the fight, the crew chief shall report his final decision in front of the scorer's table and shall communicate it to both head coaches.

F-4.16 **Example:** Two opponents start talking aggressively and slightly pushing each other. The referees stop the game. After order is restored on the playing court the referees become uncertain of the players involved.

Interpretation: After order is restored, the referees can use the IRS review to identify, at any time of the game, the involvement of players during any act of violence. After gathering clear and conclusive evidence of the fight, the crew chief shall report his final decision in front of the scorer's table and shall communicate it to both head coaches.

F-4.17 **Statement:** In situations when an act of violence occurs which is not called immediately, referees are authorised to stop the game at any time to review for any act of violence or potential act of violence. The referees must identify the need for the IRS review and the review must take place the first time the referees have stopped the game.

If the IRS review provides that an act of violence has occurred the referees shall call the infraction and penalise all already called infractions including the act of violence in the order in which the infractions occurred.

An **act of violence** is an act of force that causes or is intended to cause harm, or an act that results or could result in a risk of injury. An act that does not meet the criteria of a disqualifying foul, an unsportsmanlike foul for an excessive, hard contact or a technical foul for threatened violence is not an act of violence.

F-4.18 **Example:** A1 dribbles when A2 hits B2 with his elbow. The referees do not call a foul on A2's contact and

(a) A1 continues to dribble.
(b) Team B causes the ball to go out-of-bounds.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence. The referees

(a) are authorised to stop the game immediately without placing either team at a disadvantage
(b) may use the stoppage of the game

for the review.

If the IRS review provides that A2 has hit B2 with his elbow, the referees can charge A2 for his act of violence with an unsportsmanlike foul. B2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

If the IRS review provides that there was no act of violence, in both cases the game shall be resumed with a team A throw-in from the place nearest to where the game was stopped. Team A shall have the remaining time on the shot clock.

F-4.19 **Example:** B1 fouls A1 in his act of shooting. A1 hits B1 with his elbow

(a) before the shot is released.
(b) after the shot is released.

The referees do not call a foul on A1's contact. The ball enters the basket.

Interpretation: In both cases the IRS can be used to identify, at any time of the game, the involvement of team members during any act of violence. The referees shall stop the game when the ball has entered the basket.

The IRS review provides that A1 has hit B1 with his elbow, before B1's foul. The referees can charge A1 for this act of violence with an unsportsmanlike foul. The penalties shall be administered in the order the fouls occur. In

(a) the field goal shall not count. B1's foul shall be disregarded. B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.
(b) the field goal shall count. B1's foul shall be charged. A1 shall attempt 1 free throw for B1's foul with no line-up. Then B1 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

F-4.20 **Example:** A1 dribbles when A2 hits B2 with his elbow. After another 5 seconds B3 fouls dribbler A3. This is the third team B foul in the quarter. The referees do not call a foul on A2's contact.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the IRS review provides that A2 has hit B2 with his elbow, the referees can charge A2 for his act of violence with an unsportsmanlike foul. The penalties shall be administered in the order the fouls occur. B2 shall attempt 2 free throws with no line-up. The game shall be resumed with

a team A throw-in from the place nearest to where B3's foul occurred. The right to possession of the ball for B3's foul cancels the prior right to possession of the ball as part of the penalty for A2's unsportsmanlike foul.

F-4.21 **Example:** A1 dribbles when A2 hits B2 with his elbow. After another 5 seconds B3 fouls dribbler A3. This is the fifth team B foul in the quarter. The referees do not call a foul on A2's contact.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the IRS review provides that A2 has hit B2 with his elbow, the referees can charge A2 for his act of violence with an unsportsmanlike foul. The penalties shall be administered in the order the fouls occur. B2 shall attempt 2 free throws with no line-up. Then A3 shall attempt 2 free throws. The game shall be resumed as after any last free throw. The penalty for B3's foul cancels the prior right to possession of the ball as part of the penalty for A2's unsportsmanlike foul.

F-4.22 **Example:** A1 dribbles when A2 hits B2 with his elbow. The referees do not call a foul on A2's contact. After another 5 seconds a personal foul is called on dribbler A1.

Interpretation: The referee can use the IRS review to identify, at any time during the game, to identify the involvement of the team members during any act of violence.

If the IRS review provides that A2 has hit B2 with his elbow, the referees can charge A2 for his act of violence with an unsportsmanlike foul. The penalties shall be administered in the order the fouls occur. B2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the place nearest to where A1's foul occurred. The right to possession of the ball for A1's foul cancels the prior right to possession of the ball as part of the penalty for A2's unsportsmanlike foul.

F-4.23 **Example:** B1 is charged with an unsportsmanlike foul on A1 during his act of shooting. The ball does not enter the basket. Four seconds before B1's unsportsmanlike foul, A1 hits B1 with his elbow. The referees did not call a foul on A1's contact.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the IRS review provides that A1 has hit B1 with his elbow, the referees can charge A1 for his act of violence with an unsportsmanlike foul. Both unsportsmanlike fouls occurred in the same stopped-clock period. Therefore, the same penalties shall be cancelled. The game shall be resumed with a team A throw-in from the place nearest to where A1's foul occurred. Team A shall have the time remaining on the shot clock.

F-4.24 **Example:** A1 dribbles when A2 hits B2 with his elbow. The referees do not call a foul on A2's contact. After another 5 seconds a technical foul is called on A1 or B1.

Interpretation: The IRS review can be used to identify, at any time during the game, the involvement of the team members during any act of violence.

If the IRS review provides that A2 has hit B1 with his elbow, the referees can charge A2 for his act of violence with an unsportsmanlike foul. The penalty for a technical foul shall be administered first. Any team B or team A player shall attempt 1 free throw with no line-up. Then B2 shall attempt 2 free throws with no line-up. The game shall be resumed with a team B throw-in from the throw-in line in its frontcourt. Team B shall have 14 seconds on the shot clock.

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